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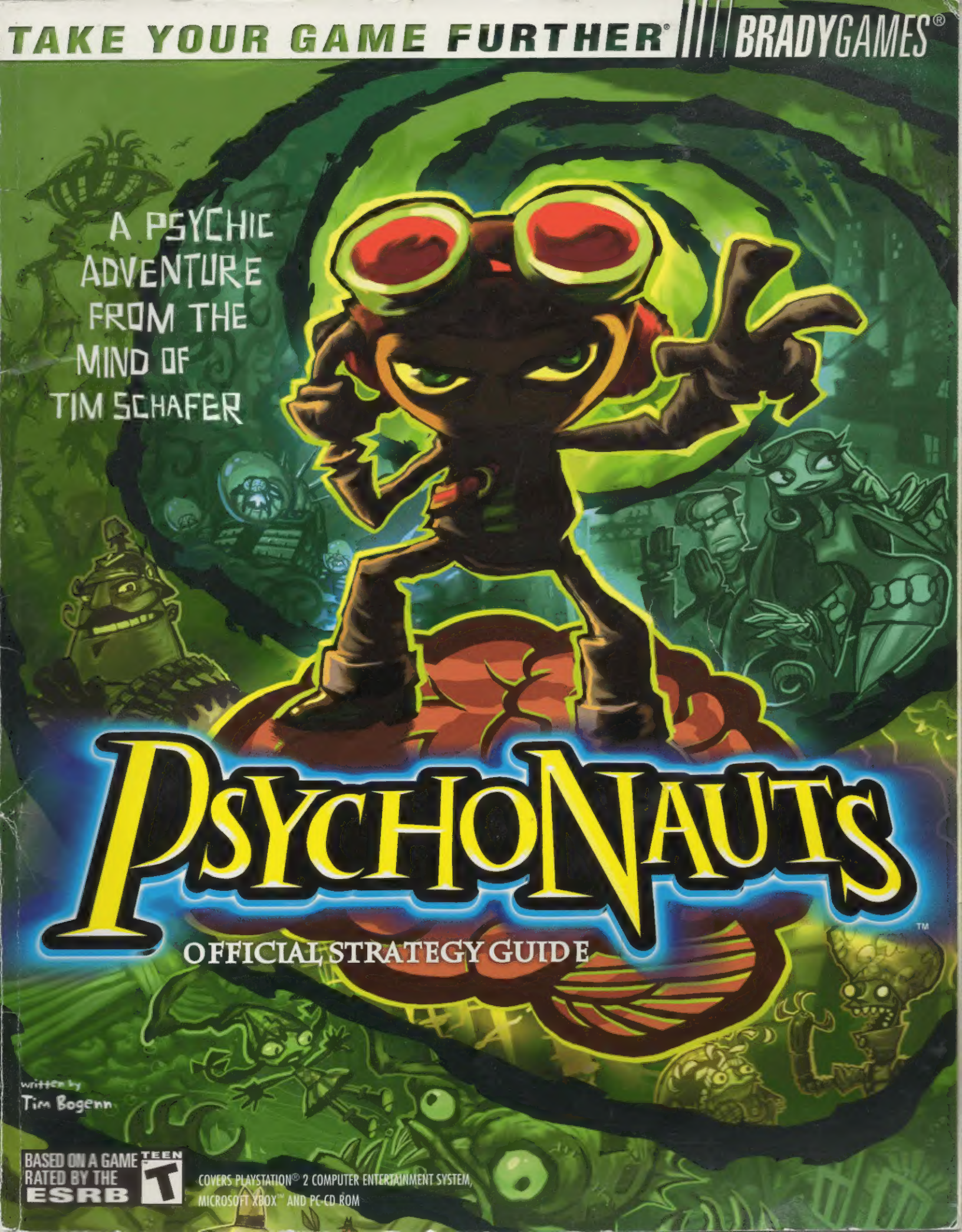

PSYCHONAUTS™

OFFICIAL STRATEGY GUIDE

written by
Tim Bogenn

BASED ON A GAME RATED BY THE ESRB — TEEN T

COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM, MICROSOFT XBOX™ AND PC CD-ROM

PSYCHONAUTS

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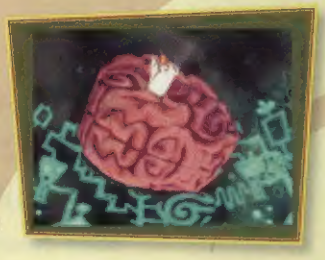
PSYCHONAUTS: BASIC BRAINING

Action Button

The Action button serves many purposes in *Psychonauts*. It's used to open doors, interact with other characters, activate switches and pick up buried arrowheads, and so on. In short, when this button is pressed, Raz executes the appropriate action depending on the situation.

Main Menu



The unique interactivity of *Psychonauts* begins the moment you enter the Main Menu. After pressing the Start button on the title screen Razputin appears at the top of a large brain; the avatar is now in your control. Move Raz to the back of the brain and find the "New" doorway.

Select one of three bunks in the kid's cabin and enter a nickname. Select "Done." Once you have actually saved some game progress or reached an auto-save point in the game, the next time you return to *Psychonauts*, two new doorways appear on the Main Menu brain: Continue and Load.

"Continue" automatically places you in the game at the most recent save point of the most recently played profile. "Load" allows you to choose save data from any profile. There are three profiles (bunks) available. This allows three people to play their own *Psychonauts* adventure without altering another game's progress.

On-Screen Display

The on-screen display appears during game play when items on the display are affected. Example: pick up an arrowhead and the display appears.

Mental Health

The brain indicates Raz's maximum health capacity and brains filled with cranial fluid indicate Raz's current health status. For more info on Mental Health and how to increase it, see "Increasing Mental Health."

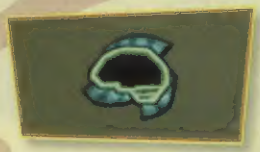
Astral Projection Layers

This display illustrates available Astral Projection Layers (lives). When you run out of Astral Layers, you are booted out of the mental world and returned to the real world with full health and fully reinstated Astral Layers.

Figments

This display tallies up your collected Figments of Imagination. Collect 100 figment points to raise your rank by one level. For more information on figments, see "Figments" in the Mental World Power-ups section of this chapter.

PSI Cadet Rank



This illustrates your current PSI Cadet Rank. The higher your PSI Cadet Rank the more psychic abilities you earn. For more information on this subject, see "PSI Cadet Rank" later in this chapter.

Arrowheads

This display keeps track of all the Arrowheads collected. Arrowheads are used as currency.

PSI Cards

This display tallies the number of PSI Cards collected. PSI Cards are combined with purchased PSI Cores and then reconstructed into new PSI Challenge Markers, which raises PSI Cadet Rank. See more about PSI Cards in the "Real World Power-ups" later in this chapter.

Hot Buttons

These are player assigned hot buttons that act as shortcuts to the use of a PSI Power. Use the appropriate button to bring up the backpack menu and page over to PSI Powers using the Directional Pad. Select an available PSI Power and assign it to one of the controller buttons.

Button Assignment

Sometimes you must return frequently used PSI Powers to the backpack to make room for other powers that are needed for the moment. Get into the habit of reassigning your most popular PSI Powers to the same buttons so there's no need to reacquaint your fingers with new buttons to find frequently used powers. For example, always assign Levitation to the same button. Instinct takes over keeping you from thinking too hard about what button to press to use this popular power.

Real and Mental Worlds

In *Psychonauts*, there are both real and mental worlds. The real world is where Raz roams about Whispering Rock Psychic Summer Camp pursuing his dream of becoming a Psychonaut. The camp and the surrounding areas are where Raz develops his physical and psychic skills, interacts with other Psychonauts, and meets new characters. Raz earns the ability to enter the minds of the various characters he encounters in the real world. Inside the minds of these characters is the mental world.

If you lose all your mental health and Astral Layers in the real world, you are returned to the last real world checkpoint reached. Your health and Astral Layers are completely restored. If you lose all your mental health and Astral Layers in the mental world, you are ejected from the mind and appear outside of the character whose mind you entered. Your health and Astral Layers are completely restored. In other words, you never die or receive a "game over" in *Psychonauts*.

Mental Health

The three brains in the top left corner of the screen represent Raz's Mental Health (health status). When Raz takes damage from a typical threat, one quarter of the brain loses cranial fluid. When the brain has completely drained, the next brain is attacked and so on. One Astral Projection Layer is lost if all brains are drained.

Restoring Mental Health

There are several ways to restore lost mental health. You can restore lost health by:

Collecting Positive Mental Health power-ups found bouncing around inside the mental worlds. These usually appear after destroying objects or enemies.

Absorbing "Dream Fluff"—a candy-looking item sold at the Whispering Rock Psychic Summer Camp store. One Dream Fluff fully restores Mental Health—no matter what the maximum capacity has reached.

Torching and eating squirrels and birds. Use Pyrokinesis on the little squirrels and birds that run about the camp, then pick up the Roast Dinner that is left behind. This restores one-quarter of a brain.

Increasing Mental Health

You begin with three brains of mental health and can increase this amount to a maximum of 18. To increase your mental health maximum do the following:

Complete mental world levels. Doing so earns you one additional brain's worth of health.

Find, obtain and return stolen camper's brains—you receive a quarter brain's worth of additional health for each brain returned.

The Backpack

The backpack can hold up to 16 items and 8 Merit Badges. When selecting Merit Badges you can confirm your selection with the button you want it assigned to (see "Hot Buttons" earlier in this chapter: "On Screen Display").

Real Vs. Mental World Items

Some real-world items may not appear in the backpack when you enter a mental world. The items that remain in the backpack are items that you can actually use in the mental world. The others return to the backpack when you return to the real world.

The following is a list of what is earned at each promotional stage of rank:

Rank	Psychic Upgrade	Details
10	Pyrokinesis	Merit Badge
20	Telekinesis	Merit Badge
30	Invisibility	Merit Badge
35	Palm Megabomb	Press PSI Punch multiple times before hitting the ground to inflict increasing amount of damage.
40	Chain Blast	PSI Blast bounces from one enemy to the next, damaging up to 3 nearby enemies.
45	Thermal Detonation	The thought bubble becomes a spiky weapon when rolling at full speed.
50	Wrecking Ball	Pyrokinesis causes a massive explosion of fire to surrounding targets.
55	Offensive Shield	Enemies using melee attacks are now knocked back when they hit your shield.
60	Advanced Invisibility	Invisibility lasts twice as long.
65	Telekinesis Extension	Telekinesis range is extended.
70	Super Chain Blast	Chain Blast hits up to 6 enemies.
75	Rolling Havoc	Wrecking Ball now activates as soon as you start rolling on the Levitation Ball.
80	Ferocious Aura	Enemies who are knocked back by your shield now take damage.
85	Sensory Scramble	You further cloud your enemies' minds and confusion lasts twice as long.
90	Psychic Regeneration	You now slowly regenerate mental health.
95	Infinite Ammo	Infinite psychic ammo for PSI Blast and Confusion.
100	Maximum Rank Achieved	Unlock a secret movie as Noble Psycho Master.

PSI Cadet Rank

You're awarded new psychic abilities and earn the right to purchase rank-specific items at the Camp Store by continually upping your PSI Cadet Rank. Rank 100 is the highest rank achievable and there are a number of ways to reach this maximum. Each of the following events raises your rank by one level—unless otherwise stated:

Collect 100 figment points.

Locate a PSI Challenge Marker.

Collect nine PSI Cards and purchase a PSI Core from the Camp Store then reconstruct them in Cruller's Sanctuary.

Find eight scavenger hunt items to get promoted four ranks! Collect the remaining eight hidden items to be promoted an additional four ranks.

The Journal

The Journal can be accessed at any time during gameplay including while the backpack is opened. There are six sticky-note tabs on the Journal. These tabs illustrate the different menu pages within the Journal, and they are: Options, In This Area, Totals, To-Do, Memories, and Map.

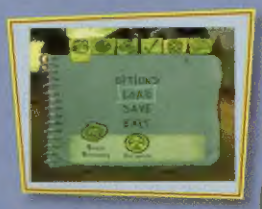
Options

The Options menu tab is the first that appears in the Journal. The screen also illustrates training achievements (Basic Braining, Oarsman, and Mental Magnet). Use the Options menu to adjust the camera, sound and controller vibration on and off—the most important being the camera adjustments.

Use the Load and Save options for the obvious reasons. You can save at any point during the game. The Exit option kicks you out of the *game*, not just the Journal.

Autosave

Psychonauts autosaves at key checkpoints in the game and at every loading screen. You can also manually save your game using the Journal.



In This Area (Area Statistics)

Use this page to view what you've collected in the current area. You can also view collected Figments up close using the Figment Viewer option (Figments are collected in the Mental World), plus, you can see how much each figment is worth. Area Stats vary depending on whether you are in the real or mental world. In the mental world, you can track how many Figments you've collected, Emotional Baggage matched, Cobwebs Recovered and Vaults Cracked. In the real world, the Area Stats illustrate PSI Challenge Markers Collected, PSI Cards Recovered, PSI Cores Unredeemed, Scavenger Hunt Items Recovered, and Kids' Brains Collected (this appears in the menu while in certain areas).

Totals

This page shows where you keep your Scavenger Hunt list once you obtain it (similar to the Figment Viewer on the Area Stats screen). The Global Stats screen tracks your current PSI Cadet Rank, PSI Cards unredeemed, Emotional Baggage Matched, Cobwebs Unredeemed, PSI Cores Unredeemed and Vaults Cracked. When the brain option appears, use the Brain Menu to view the brains that have been collected and which brains have been returned to their host.

To-Do

This page automatically tracks what tasks you're working on. If you're ever unsure what to do next, come back here to jog your memory. This menu includes the current main objective and all sub-objectives.

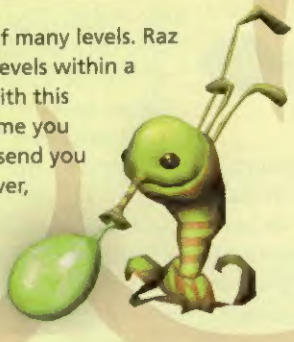
Memories

Once you've cracked open a Mental Vault, the memories you find are stored in here. Return to this page in the Journal to watch them whenever you like. These memories are added as you progress through the game. The photo reels are obtained when you smash open a Memory Vault. The movies appear once you've experienced that movie in the game.

Map

This handy map shows you the layout of the camp. Your position is displayed with an orange arrow. The next place you should go is marked with an X. The map only works in camp.

Teleporting



Some mental worlds are comprised of many levels. Raz has the ability to return to previous levels within a single mental world by interacting with this bubble-blowing creature. The first time you see him in the mental world, he can send you to the Collective Unconscious. However, when you access the next stage of that same mental world and encounter this critter again, it's possible to use him to return to the previous area.

Combat

Psychonauts are trained to use mind over matter but sometimes that's not enough. Raz has a few tricks up his sleeve when things get physical.

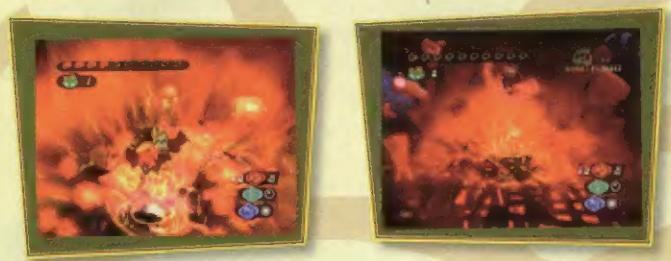
PSI Punch

PSI Punch is Raz's basic attack. PSI Punch has three stages, which are performed by pressing the appropriate button multiple times to chain together a combo attack.

Palm Bomb

Raz can also perform a jumping ground pounding attack called a Palm Bomb. Jump into the air, and while in the air press punch. The result is a ground attack that produces a small shockwave attack affecting a small area around Raz.

When you reach PSI Cadet Rank 35 this attack is upgraded. Once upgraded to the Palm Megabomb, press punch quickly and as many times as you can while in the air and the attack becomes much more powerful. This move can also be executed after bouncing into the air using Levitation (see more on Levitation: "Thought Bubble").



PSI Blast

This attack is available after earning the Marksmanship Merit Badge. The Merit Badge allows Raz to focus his psychic energy into projectile blasts that can take down many small enemies with one hit—multiple blasts are needed for larger enemies. This attack is also upgradeable to Chain Blast at Rank 40, which allows ricocheting off multiple targets.

Mean Little Balls of Hate

In order to use PSI Blast you need Mean Little Balls of Hate. Smashing enemies and objects randomly produces these ammo power-ups. Your inventory is limited, but it is upgradeable with Golden Balls of Hate.

Thought Bubble

At first, the thought bubble can only be used as a launching pad for a double jump. Later, once Raz receives a Levitation Merit Badge, the thought bubble blossoms, enabling Raz to levitate, float and to reach new heights. The following are the many uses of the thought bubble:

Double Jump

This move is available from the beginning of the game, simply jump and jump again while in the air.

Levitate

Once earned, the Levitation Merit Badge allows you to stand on the thought bubble and roll around on it. At Rank 50 you earn Wrecking Ball. This turns the thought bubble into a spiky weapon when rolling at full speed.

Bubble Bounce

After earning the Levitation Merit Badge and once on top of the thought bubble, press the punch button to bounce. This move allows you to reach heights much greater than that of a double jump. This is a great move to keep you safe when surrounded by enemies. It is often the only way to reach far off platforms, ledges and hidden items.

PSI Float

After earning the Levitation Merit Badge and once in the air, Raz throws the thought bubble over his head and slowly floats down to earth. If you like, just before Raz reaches the ground, press the jump button to throw the thought bubble back under his feet to continue levitating.

Shield

After earning the Shield Merit Badge, it's possible to use the thought bubble to protect Raz from attacks. The Shield is self-powered and the energy is drained in about four seconds of continual use. The Shield energy is also self-replenishing and takes approximately four seconds to recharge. A bell rings to signify that the Shield is usable again. At Rank 55, you earn a Shield Upgrade that knocks back enemies. At Rank 80, attacking enemies are damaged.

Merit Badges

Merit Badges are earned by performing certain tasks for camp counselors or by completing certain objectives in various areas. The exception is the Mental Magnet badge, available for purchase if you meet the rank requirements. Not only must you meet the requirements stated previously, but you must also meet the required PSI Cadet Rank in order to obtain the badges. The following are Merit Badges:

Marksmanship

Camp counselor Sasha Nein teaches the class Marksmanship. Pass his PSI Blast training class to earn the Marksmanship Merit Badge. PSI Blast is an easily aimed mental blast.

Levitation

Obtain this Merit Badge by passing the camp counselor's (the lovely Milla Vodello) class in Levitation. Riding on the thought bubble like a circus ball, Raz can roll or float over hazards such as small bodies of water, fire, radiation, and electricity.

Invisibility

After reaching PSI Cadet Rank 30, head to Cruller's Sanctuary and speak to Ford Cruller. After a quick training course you're awarded the Invisibility Merit Badge. Invisibility must be assigned to a hot button and runs on its own energy much like the Psychic Shield. Complete invisibility lasts for approximately 10 seconds before the energy gives out—it takes another 10 seconds to replenish the invisibility gauge.

Telekinesis

After reaching PSI Cadet Rank 20, speak with Ford Cruller at his Sanctuary. Following a short training course he awards you the Telekinesis Merit Badge. Telekinesis must be assigned to one of the three hot buttons before use. This power allows Raz to pick up and throw objects with a psychically controlled hand. Face the object you wish to pick up and press and hold the hot button to make the hand grasp. Use the controller to move the targeting cursor to the desired position and release the hot button to throw the object to selected spot. You can pick up many objects, characters and enemies.

Clairvoyance

Received once inside Boyd Cooper's residence, Clairvoyance allows Raz to see what others see. Also, holding others' personal possessions allows you to see distant visions. This is one Merit Badge that does not require energy or ammo; the visions last as long as you desire. Clairvoyance must be assigned to a hot button before use. It's entertaining to use Clairvoyance on every character you meet while standing in front of them to see how they view you. When Clairvoyance is selected, objects with an opaque eye over them signify that you can use Clairvoyance on them. Select an "eye" item and press the Clairvoyance hot button to see the vision. Once you find the Feather, you can use Clairvoyance to look down on areas from a sky view.

Pyrokinesis

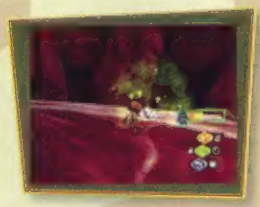
Achieve a PSI Cadet Rank of 10 and go see Ford Cruller. After a quick training course, you earn the Pyrokinesis Merit Badge. Assign Pyrokinesis to a hot button and stand next to an object or enemy. Press and hold the hot button and watch the temperature rise on the onscreen thermometer. When the mercury rises, filling the thermometer, the object or enemy bursts into flames, although some objects and enemies are unaffected by fire. At Rank 45 you receive a Pyrokinesis Upgrade—Thermal Detonation. Thermal Detonation causes multiple enemies and objects in the area to burst into flames at the same time.

Shield

After earning the Shield Merit Badge, it's possible to pull a thought bubble down around Raz's body to protect him from attack.

Confusion

The Confusion Merit Badge is awarded when you meet the Matador in Black Velvetopia. In order to use Confusion, you must assign it to a hot button and have Confusion Grenades. Confusion Grenade power-ups are produced by striking certain enemies and objects. Confusion Grenades create green clouds of noxious gas causing enemies who enter great disorder.



Once confused, the enemy may attack other enemies in the area, but will not attack you until the effects wear off. If Raz is hit by Confusion, your controls are temporarily reversed and the world becomes mirrored.

Collectibles

There are a great many items to be collected and each type of item goes toward your advancement and ultimate goal of becoming a Psychonaut. All items fall into one of five categories: Real World Power-ups, Mental World Power-ups, Items from both the Real and Mental Worlds, Purchasable Items, and Miscellaneous Items.

Real World Power-ups

The following items are found in the Whispering Rock Psychic Summer Camp and surrounding real world areas.

PSITANIUM ARROWHEADS

They say Whispering Rock Psychic Summer Camp was built on an ancient Indian burial ground. Those small, purple glowing gasses emanating from the ground are from buried arrowheads. Arrowheads are the only form of currency accepted in the Camp Store.

DEEP PSITANIUM ARROWHEADS

These more valuable arrowheads are found only when using a Dowsing Rod (Purchasable at the Camp Store). These arrowheads are buried more deeply and are worth anywhere from 20 to 450 normal arrowheads.

Non-regenerating Arrowheads

Deep Arrowheads do not regenerate over time; once you have extracted a deep arrowhead from the ground, that's it—that location no longer produces an arrowhead.

BRAINS

Later in the game your fellow campmates disappear, their brains left in jars in remote areas. Recover and return the brains to Ford Cruller at his Sanctuary to return the brains to their former hosts. This act of kindness increases your mental health capacity.

PSI CARDS

Collect nine PSI Cards and combine them with a PSI Core (Purchasable at the Camp Store) using Cruller's PSI-Challenge Marker Reconstructor (found on the bottom level of his Sanctuary). One PSI Challenge Marker increases your PSI Cadet Rank by one level.

PSI CHALLENGE MARKER

A PSI Challenge Marker is a pre-assembled PSI Core and nine-PSI-Cards item. They are very rare. When you find one, you rank up immediately without having to go to Cruller's Sanctuary to use the Reconstructor.

SCAVENGER HUNT ITEMS

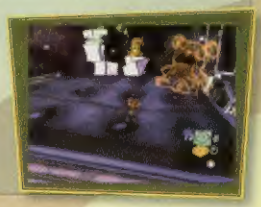
Early in the game, Ranger Cruller sends you on a scavenger hunt. There are 16 unique items scattered throughout the real world. Find eight scavenger hunt items and you get promoted four ranks; find the remaining eight items and you're promoted an additional four ranks.

Mental World Power-ups

A mental world is any world besides the camp and surrounding areas, meaning the times when Raz is hopping through the mind of another character. The following items are all found in the mental world:

FIGMENTS

Figments of imagination are scattered throughout the mental world. Figments are two dimensional, transparent, glowing images—often disturbing images at that. Each figment is worth a different amount of "figment points." For each 100 figment points collected, you are promoted one PSI Cadet Rank. The characteristics of figments depend on whose mind you're invading.



EMOTIONAL BAGGAGE

Each mind you enter has emotional baggage, five to be precise: a Purse, a Suitcase, a Duffle Bag, a Hat Box, and a Steamer Trunk. You must find these items and their respective tags and reunite the baggage with the correct tag. Finding all the Emotional Baggage helps you rank up. There are 50 pieces of Emotional Baggage to sort in the game.

Duffle Bag & Tag reunited!

Hat Box

Purse

Steamer Trunk

Suitcase

Primal Memories are unlocked when all five pieces of baggage in a mental world are reunited with their tags. Primal Memories are accessible via the Journal. Primal Memories are the artists' early sketches of scenes, characters and level designs.

MENTAL COBWEBS

Cobwebs also cloud the minds you explore. You must purchase the Cobweb Duster from the Camp Store in order to collect Cobwebs. Each Cobweb is worth one PSI Card once the Cobwebs are redeemed using the Cobweb Loom in the lower level of Ford Cruller's Sanctuary.

MEMORY VAULTS

Memory Vaults open a view into the minds of those that Raz visits. Most mental worlds have 2 vaults. There are 19 total in the game. You must run after them and punch them or perform a Palm Bomb close to them to make them stop and reveal their secrets.

PSYCHIC ARROWHEADS

Psychic Arrowheads are similar to real world arrowheads only they aren't buried beneath the earth. These energies are echoes of psitanium arrowheads and are found inside objects in the mental world. Smash objects to release them. They're added to your arrowhead total.

ASTRAL LAYERS

Astral Layers are extra lives of the mental world. When all your mental health is depleted, one Astral Layer is used to return you to the last checkpoint reached. You can only hold a certain amount of Astral Layers. But this too can be increased as you obtain Golden Helmets.

GOLDEN HELMET

Golden Helmets are very rare, but once found they increase your maximum number of Astral Layers by one.

Items from both the Real and Mental Worlds

POSITIVE MENTAL HEALTH

Smashing enemies and objects in both the real and mental world produces these health power-ups. Each power-up restores a half brain's worth of health. They are naturally attracted to you, but if you are moving too quickly they may not catch up! Purchasing the Mental Magnet at the Camp Store makes the attraction between you and these power-ups much stronger.

MEAN LITTLE BALLS OF HATE

These little orbs of hostility are generated when you smash objects or enemies. These serve as ammunition for Raz's PSI Blast. Similar to the positive mental health, they bounce around and track you down even if you're moving. However, if you move too fast too quickly, you must double back to pick them up before they disappear. Purchasing the Mental Magnet at the Camp Store makes the attraction between you and these power-ups much stronger.

CONFUSION GRENADES

Once the Confusion Badge is earned, you can toss these at enemies to confuse them. They often cause enemies to attack each other. When Raz is hit by a Confusion Grenade, your controls become temporarily reversed. In fact, the whole world appears mirrored. Also, all the badges assigned to the hot buttons become Confusion Badges. Confusion Grenades can often be found inside of smashable objects and defeated enemies.

GOLDEN BALL OF HATE

These increase the maximum amount of Balls of Hate you can carry.

GOLDEN QUESTION MARK

These power-ups increase the maximum amount of Confusion Grenades you can carry.

Purchasable Items

Talk to Chef Cruller to purchase items at the Camp Store. Scroll through the items on the shelf and purchase items you can afford or are qualified to purchase (notice Rank requirements). The following items are Purchasable at the store:

DREAM FLUFF

Arrowheads	50
Rank	1

You can purchase these from the beginning of the game. Buy as many as you can at one time (supplies are limited). No matter how many mental health brains you have, these little candies totally replenish lost cranial fluid. You can find them in your backpack after purchase, but you can only hold 3 Dream Fluffs at a time.

PSI CORE

Arrowheads	10
Rank	1

Purchase as many of these as you can at a time. Use these after collecting nine PSI Cards. Redeem one PSI Core and nine PSI Cards using Ford Cruller's PSI-Challenge Marker Reconstructor at the bottom of his Sanctuary. One PSI Core and nine PSI Cards are converted into one PSI Challenge Marker, which increases your rank by one level.

DOWSING ROD

Arrowheads	50
Rank	10

Purchase this item as soon as you reach Rank 10. This machine can locate Deep Psitanium Arrowheads buried in the ground in the real world. Some deep arrowheads are worth 450 regular arrowheads!

MENTAL MAGNET

Arrowheads	400
Rank	15

After reaching Rank 15, buy this at the first chance you get. All the items uncovered by smashing items and defeating enemies (Positive Mental Health, Mean Little Balls of Hate, Psychic Arrowheads and Confusion Grenades) are attracted to you at great strength! This allows you to keep healthy and full of ammo without chasing down power-ups. It's priceless.

COBWEB DUSTER

Arrowheads	800
Rank	20

The Cobweb Duster sucks up all the Cobwebs in the mental worlds. Many times, the Cobwebs keep you from new areas, Memory Vaults and Figments. Redeem the Cobwebs using Cruller's Cobweb Loom at the bottom of his Sanctuary. Cobwebs are converted to PSI Cards (one web is converted into one PSI Card).

PSI ENERGY COLORIZER

Arrowheads	250
Rank	30

This is nothing more than a vanity item, but being able to change the color of your thought bubble is a fun option. Once purchased, summon Ford Cruller using the Bacon in your backpack. Select "Can I change the color of my levitation ball?" from the conversation bubble. There are 14 color choices.

Deep Arrowhead Extraction

Equip the Dowsing Rod and set the controller to vibrate (vibrate on console versions only). Walk around and allow the Dowsing Rod to lead you to buried deep arrowheads by listening to the sound it makes and watching the light at the end of the rod. The higher the pitch the Dowsing Rod makes, the closer to the deep arrowhead you are. When the Dowsing Rod changes color and the controller vibrates, you know you are close to a deep arrowhead.

A deep arrowhead gauge appears on the left side of the screen. Tap the appropriate button quickly to extract the arrowhead from the ground. When the arrowhead gauge fills to the top, the arrowhead is uncovered. Deep arrowheads do not regenerate once uncovered.

Miscellaneous Items

SMELLING SALTS

Maloof gives you smelling salts at the entrance of Oleander's tree house in the Kids' Cabin Area in the beginning of the game. Sniffing the nasty odor of smelling salts while in the mental world shocks your senses back into the real world. Here are the times to use smelling salts: when Ford Cruller isn't available to bring you back to HQ (Ford's Sanctuary) or when you want to appear in the real world where you were just before you entered the mental world.

BACON

The first time you visit Ford Cruller in his Sanctuary, he hands you bacon. Whether you're in the real or mental world, use the bacon (found in your backpack) to summon Ford Cruller. One sniff of bacon and Cruller pokes his head out of your ear and is there to offer his suggestions on difficult situations and tips for defeating enemies. When in the mental world, summoning Cruller also allows you to regroup back at his Sanctuary (HQ).

PSYCHO-PORTAL

Upon completing the three camp counselors' training courses, look for the unguarded Psycho-Portal inside Agent Nein's Lab. The Psycho-Portal is a tool used as a doorway into people's minds, allowing you to enter most any brain at will.

ROAST DINNER

Use Pyrokinesis on the little squirrels and camp birds running about the camp to create a Roast Dinner. Pick up the dinner to replenish one-quarter brain of mental health.

Mental World Items

Besides the items mentioned in this section of the guide, there are many more Mental World items to be had.

CAST OF CHARACTERS

RAZPUTIN™ (RAZ)

Raz is a young kid from a circus background. He was born with psychic powers but was forbidden from using them. He ran away from home to become a Psychonaut at the Whispering Rock Psychic Summer Camp.

LILI ZANOTTO

Raz's secret admirer, Lili has mastered all the training and earned all the Merit Badges, but has no passion for the job. It's not until Raz crashes the training that she feels the excitement of what being a Psychonaut is all about.

BOBBY ZILCH

Bobby Zilch is the camp bully. He only picks on smaller kids, but his big head and humongous mop tower over everyone in the camp, making everyone smaller. He especially likes to pick on Maloof.

DOGEN BOOLE

Dogen is Raz's best friend. He's a misunderstood tyke with psychic powers so strong that he wears a special hat on his head so he can't blow up any more heads.

BENNY "THE NOSE" FIDELEO

Bobby Zilch's sidekick.

ELKA DOOM

Elka Doom is more interested in having a boyfriend than who her boyfriend will be. Today she is J.T. Hoofburger's girlfriend.

KITTY BUBAI

Franke Athens' best buddy. Kitty and Franke love making friendship bracelets but hate making more friends.

CHLOE BARGE

Every camp needs a space cadet. Chloe's building a spaceship to rendezvous with aliens in orbit.

FRANKE ATHENS

Kitty Bubai's best friend.

CLEM FOOTE

Who says guys can't be cheerleaders? Clem's one and does a bang-up job.

CRYSTAL FLOWERS SNAGRASH

Crystal seems cheerful on the outside but deep down she's one step away from self-destruction. She's Clem's cheerleading partner, which explains a lot.

NILS LUTEFISK

A ladies man. If you need to find Nils, you can always look around the girl's cabin. Use Clairvoyance on him and he'll see you as "no lady."

MILKA PHAGE

The master of invisibility, Elton Fir likes what he sees, when he can see her.

VERNON TRIPE

And then there's Vernon. And he has a last name. And that last name is Tripe. And he is a master storyteller. And his stories are long. And they are boring. And they seem to have no point. And they keep going. And...

QUENTIN HEDGEMOUSE

DJ for The Levitators, or is it "The Firestarters?"

J.T. HOOFBURGER

J.T. is a harmonica-playing cowboy who is dating Elka Doom and is also a friend of the acoustic guitar-playing Chops Sweetwind.

MALOOF CANOLA

The bully target. No one knows better how to escape from a bad experience. He passes down his best escape secret—smelling salts—to Raz before heading for the parking lot to get out of camp early.

MIKHAIL BULGAKOV

Mikhail hails from Russia where they have much more interesting bears.

PHOEBE LOVE

Drummer for The Firestarters, or is it the "The Levitators?"

ELTON FIR

Elton can often be found at Lake Oblongata talking with the fishes. The scary thing is that he understands them and if you listen to the one-sided conversation long enough you may learn something.

CHOPS SWEETWIND

Chops is an acoustic guitar-playing friend of J.T. Hoofburger. He wouldn't be caught dead playing with the "The Levitators."

COACH MORCEAU "MORRY" OLEANDER

Morry Oleander is the camp's *head* Coach. Coach has some major issues to be resolved as you soon discover once you enter his mind for Basic Braining. Some skeletons should be left in the closet.

FORD CRULLER

Janitor, Admiral, Ranger, Chef; is the man nuts or has he been cloned? Soon you will discover why this man holds so many positions around camp and can't seem to remember you outside his sanctuary.

THE HIDEOUS HULKING LUNGFISH OF LAKE OBLONGATA

Is it legend or reality? Every camp needs a good lake monster story and especially a camp where the protagonist is to die in water as a result of a gypsy curse.

SASHA NEIN

Made world famous Psychonaut by *True Psychic Tales* magazine, Sasha is a skilled field agent who is more comfortable in the isolation of his lab, tuning his Brain Tumbler. This machine connects psychic minds together in a place called the Collective Unconscious.

MILLA VODELLO

Beautiful Brazilian levitation instructor, Milla Vodello is in the thoughts of many young PSI Cadets—especially the boys. There's always a party in her mind but something traumatic in her past can be discovered with a little tinkering inside her mind.

WELCOME TO PSYCHONAUTS...

The Game

[redacted] seek out, locate, and interact with PSI Cadets.

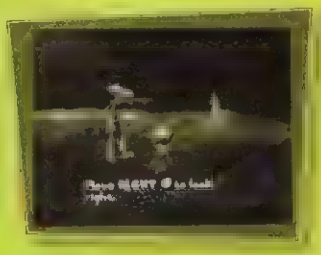
The Guide

This guide relies heavily on maps, since there are a mind-[redacted] things that are not featured on the maps are the Figments of Imagination since there are literally hundreds in some levels. Including them would clutter a map beyond recognition. [redacted] the guide always tells you where the hidden Figments are located. Plus, there are tips on ranking up quickly and early in the game without sending you on an exhausting quest for every Figment.

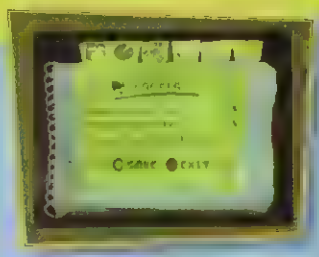
KIDS' CABINS

In This Area	
PSI Challenge Markers	1
Scavenger Hunt Items	1
PSI Cards	12
Items Acquired	
Smelling Salts	

Camera Manipulation Training & PSI Challenge Marker Introduction



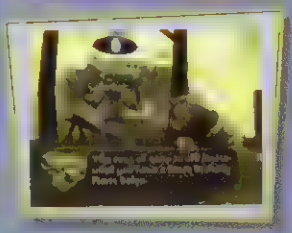
An old, crazy-looking man (Ford Cruller) asks you to look to the right at a PSI Challenge Marker. Once spotted, he explains that these markers are scattered all over the camp to help young PSI Cadets rank up. Next, he asks you to look up at the PSI Card above him. He explains that 9 PSI Cards stuck to a PSI Core make up one PSI Challenge Marker. What he doesn't explain is that you must use a Reconstructor in a secret lab to bond these items together.



As soon as you exit the cabin, invert the camera controls if you're more comfortable with a different set up. Choose "Options" in the Journal and select "Camera."

Character Interaction

Talk to everyone in the camp to see what they're up to. If you don't want to miss out on anything, talk to everyone before and after taking missions, including Basic Braining. Right now Dogen is arguing with the squirrels; Nils is looking for the ladies (hit him and his head gets stuck in the peephole); Phoebe and Quentin are arguing about band names; Chloe is building a spaceship to meet aliens in orbit, Mikhail is worrying about bears; and Janitor Cruller is keeping you from accessing the rest of the camp until you earn your Basic Braining Merit Badge



KIDS' CABINS

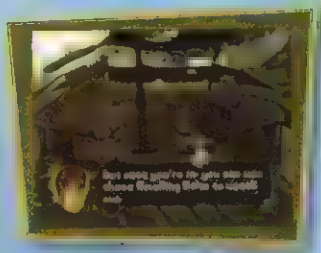
Exit the cabin **(1)**. Four PSI Cadets rush past you and up the wooden ramp to Coach Oleander's tree house **(6)**. They're headed to the coach's Basic Braining class. An objective reminder is sketched at the top of the screen. Access the Journal and page over to the To-Do tab whenever you need to refresh your memory of the current objective.

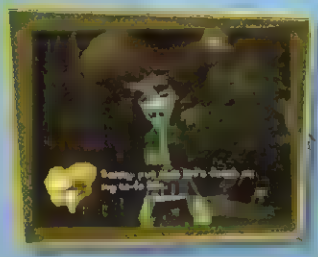
Rank Up Before Basic Braining

It's not a bad idea to explore the entire Kids' Camp Area before beginning Basic Braining. You get a better feel for the controls and it allows you to reach a new Rank when you obtain the PSI Challenge Marker (see map). Collect the arrowheads (purple glowing gasses emanating from the ground) by pressing the interact button while standing above them. Get all the PSI Cards within your reach. You can grab all but one of them at this time **(k)**

Coach's Tree House

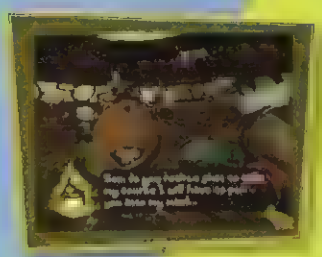
Use the long, winding wooden ramp or the speaker tower and swing and ladder to reach Coach Oleander's tree house classroom **(6)**. Once on the platform just outside the classroom, Maloof hands you the **SMELLING SALTS** and takes off to wait for his parents to pick him up—he's already had enough of this place. Just before entering the classroom, you get to meet the dynamic duo—camp bully, Bobby Zilch, and his sidekick, Benny Fideleo.





The only PSI Cadet you can speak with inside Coach Oleander's classroom is Lili (alone on the left side of the room). However, you can listen to Chloe by standing on a PA platform. The other children are astrally projected into the Coach's psyche.

Speak to the coach when you're ready to begin Basic Braining. Answer, "I'm ready, sir" when the conversation bubble appears. You enter the Mental World through the Psycho-Portal on the coach's egg-shaped cranium.



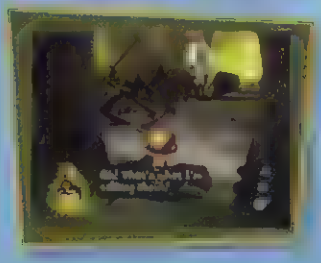
BASIC BRAINING

In This Area	
Figments	73
Cobwebs	0
Vaults	0
Emotional Baggage (Steamer Trunk & Suitcase)	2
Baggage Tags (Steamer Trunk Tag & Suitcase Tag)	2

Obstacle Course 1: The Trenches

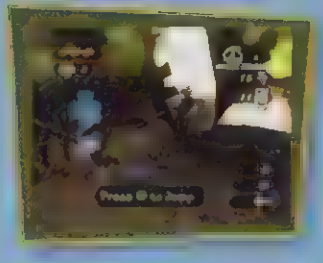
Recruitment Office

You are now inside the war-torn and twisted mind of Coach "Morry" Oleander. The scared, little PSI Cadet standing next to you is Elton Fir. Punch the wall where the Coach is being projected and exit the recruitment office (1) through the hole you created. Elton runs out onto the obstacle course ahead of you and is blown to smithereens. Actually, his astral projection was just kicked out of the Coach's mind—he's safe and in the real world now.



Pitfalls: Double Jump Introduction

Smash the army helmet and the tire stack flanking the pathway before the first pit. Smashing items like these yield Positive Mental Health. Stay healthy to maintain your Astral Projection inside the Coach's mind. If you lose all your mental health and Astral Layers, you're kicked back into the real world.



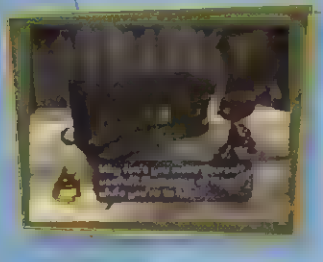
Jump the first pit and double jump over the next, larger pit. Continue double jumping pits (2) until you reach the first Figment of Imagination (3).

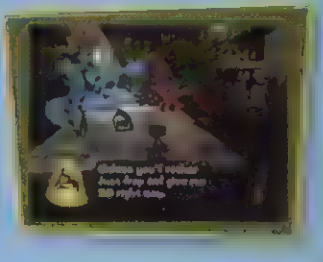
Pitfalls: Figment Introduction

To pick up Figments, simply walk through them. Collecting 100 figment points raises your Rank by one level. The higher your Rank, the more psychic powers you earn. Open the Journal and select the "In This Area" tab to view the Figment Viewer. Page to the right to find the Figment you just recovered. Notice that this Figment is worth three Figment Points.

Pitfalls: Emotional Baggage Introduction

Double jump to the Emotional Baggage ledge to discover the Steamer Trunk (a). You cannot sort this baggage until you find the Steamer Trunk Tag. Double jump to the following ledge to find the **STEAMER TRUNK TAG (b)**. Take the Tag back to the previous ledge (a) to reunite the **STEAMER TRUNK** with the Tag.





Notice that the Steamer Trunk and Steamer Trunk Tag silhouettes are now filled and a checkmark appears above them on the "In This Area" screen. That's one down, four more to go—there are five pieces of baggage to sort in each mental world.

Climbing Course: Ladder and Pole Climbing

Collect the Figments and climb the ladder. Climb to the top of the tower **(4)** and slide down the ladder on the other side. Collect all the Figments in the area below and find the **SUITCASE TAG (c)** before climbing the pole to the next concrete ledge **(5)**.

Climb the second pole to reach the top of the cement column. At the top of the pole, turn your back to the top of the column and jump to land on top. Either quickly slide down the ladder on the opposite side of the column to avoid the torches or climb down, pausing for column fires to burn out one after another.

Bobby Zilch & Lili

Below the column of fire are a wooden ledge and a clearing. Suddenly, Zilch kicks you off the ledge and Lili (below) keeps you from busting your noggin by holding you in place using telekinesis. The dud missile's flaming engine prevents you from safely jumping to the next ledge. The ladder **(7)** on the other side of the missile leads to the top of the next ledge.

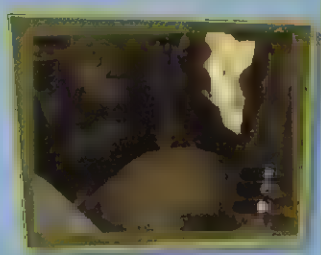
Classified Route: Hidden Figments

Instead of climbing the ladder (7) to the next ledge, search the lower plateau for the classified route. Jump down into the hole **(6)** to enter a subterranean tunnel. Jump from floating platform to floating platform to collect the hidden Figments. When you climb the next ladder to exit the tunnel, you're on a distant landmass **(8)**, far away from Lili's plateau.

Big Guns: Shimmying Introduction

FIGMENT SIDE QUEST

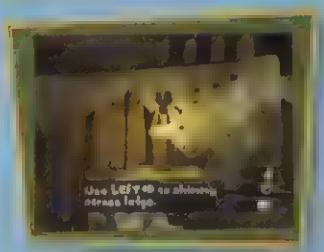
Double jump and clamber to the top earthen ledge, then head toward the cement stairs **(10)**. If you're interested in collecting all Figments—which you should be—clamber down the earthen ledges to the right of the stairs until you're standing on the lowest ledge overlooking two floating blimp platforms **(9)**.



When one blimp platform nears your ledge, double jump to it and ride it until you collect one of the two floating Figments in this area (the Blimp Figment). Double jump to the next blimp platform and ride it until you collect the biplane Figment. Jump from the blimp to the next ledge and collect the remaining Figments. This is an alternate path to and from Lili's plateau. Head back the way you came until you reach the cement stairs (10) below the big guns.

BACK ON TRACK

Climb the cement stairs (10) and jump up and hang onto the edge of the cement wall (Raz latches on automatically when you jump against the edge). Shimmy to the left, under the big guns until you reach the next corner. Pull yourself up to the next ledge.



Camouflage Trampolines

SUITCASE SIDE QUEST

Before you jump on the trampolines **(12)**, clamber down to the lowest ledge and pass through the plane fuselage **(11)**. The **SUITCASE (d)** is near the burning barrel at the end of the ledge. Reunite the Suitcase with the Suitcase Tag and return to the trampolines.

Collect all the Figments under the second trampoline, then bounce from one trampoline to the other to reach the top edge of the hill and the climbing wall **(13)**. Collect the floating Pig Figment that moves through the next-to-last trampoline.

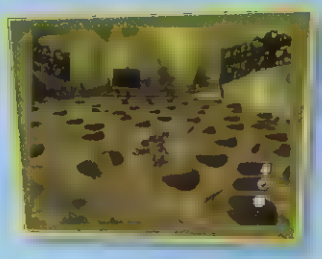
Climbing Wall: Climbing Nets and Vines

Raz can scale walls covered in netting or trees with vines. Press up against the wall (13) and navigate up, down, and sideways. Explosions create holes in the netting, forcing you to take a fixed route to the top of the wall. Along the way, you encounter some Figments, as well as Benny, who's looking for his bud, Bobby.

Minefield: Leading Dogen to Safety

Enter the minefield to collect the various Figments before leading Dogen through the minefield **(14)**. Touch a mine to peel off an Astral Projection Layer. Return to and speak with Dogen. In the dialog bubble, select "Follow me. I'll help you through the mines."

To lead Dogen safely through the mines, you must stick closely to him and never position yourself with a mine between the two of you. Dogen walks directly toward you, so if a mine is between the two of you, he'll walk over it. If Dogen blows up, he'll reappear at the entrance of the minefield once again. You must coax Dogen along the way. If he voices his concern that he's not going to make it, turn back and talk to him again before he retreats. Lead him slowly through the mines and he awards you five Psychic Arrowheads.



Flag Raising

Jump onto the flagpole **(15)** and push the flag to the top. This unlocks the nearby tunnel. Enter the tunnel and it turns into the fuselage of a troop transport aircraft in-flight **(16)**.

Airplane: Leap of Faith with Vernon Tripe

Collect the Figments near the cockpit (16), then approach Vernon. He has a very long story he wants to tell. You have time to listen to the whole tale—the plane will not crash. Punch the fuselage door and watch Vernon fly out of the plane. Now it's your turn. Jump out of the plane to complete Obstacle Course 1.

OBSTACLE COURSE 2: THE CANNON

In This Area	
Figments	79
Cobwebs	3
Vaults	2
Emotional Baggage (Hatbox, Duffle bag, Purse)	3
Baggage Tags (Hatbox Tag, Duffle bag Tag, Purse Tag)	3

Target Course

Raz lands inside a small compound **(1)** where Clem Foote and Crystal Flowers Snagrash (the cheerleaders) are held captive by a game they cannot beat. Beat the Target Course game and Coach Oleander opens the gate to the next area.

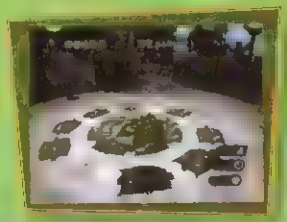
Perform a Palm Bomb (jump and punch in midair) over the palm button in the middle of the compound to begin the Target Course. You need 20 points in 60 seconds and there are no points given for hitting friendly targets. Stand near the button and run toward a target as it springs from the sandbags. Hit soldier targets before they retract.

In the last 30 seconds, all the targets appear from the sandbags closest to the game activation button. You can stand in the middle and rotate on axis to punch the targets instead of running up to them. This attack is quicker, as your psychic hand reaches that far. When the game is won, the gate is opened and some Psychic Arrowheads appear. Collect the Figments in the area before leaving.

Play it Again!

You can replay the Target Course a total of six times, simply Palm Bomb the activation button again. The first time through, you receive no arrowheads upon completion of the course. From the second to the fifth times through the course, you are awarded arrowheads. After the sixth time through, you receive arrowheads and are ranked up one level.

Each challenge is more difficult than the last. More points are needed in less time, and striking friendly targets deducts points. Keep in mind that the better you do, the faster targets appear.



Drawbridge & Teleportation Critter

There's a **MEMORY VAULT (a)** beyond the gates of the Target Course. Chase it down and punch it to reveal some of Oleander's secrets. The memory exposed is "Oleander's Pride."

TELEPORTATION CRITTER

Approach the little bubble-blowing, yellow critter **(b)** near the raised bridge. Bring up a teleportation bubble. Currently, you can select *The Trenches, Collective Unconscious* or *Cancel*. Selecting *The Trenches* allows you to return to the beginning of the first Obstacle Course. Selecting *Cancel* does not take you to the real world; it allows you to exit the teleportation stage selection bubble. Use this critter when you want to return to an area to get something you missed or to have more fun.

THE CANNON

Punch the upright bridge **(2)** or perform a Palm Bomb next to it to make it fall. This allows access to the cannon area. Run behind the first brick wall to avoid the gunfire from the turret gun on the far end of the field. Run and jump as you change directions to avoid getting shot when you're not behind cover.

Hit the brick wall and run left to the next brick wall that is rising as the first falls to the ground. Collect the **HATBOX TAG (c)**. Punch the second brick wall and run to the right to the concrete wall. Concrete walls do not fall, so run to the next brick wall to the right while dodging bullets. Repeat this process until you hit the final wall closest to the cannon. This shuts the cannon down, making the entire area safe to explore. Now collect all the Figments in the area.

If you haven't done so yet, reunite the Hatbox Tag with the **HATBOX (d)** found behind the second cement wall.

ENTERING THE CANNON

Double jump or use the ladder on the left side of the cannon **(3)** to reach the top. Find the **DUFFLE BAG TAG (e)** on top of the cannon. Perform a Palm Bomb on top of the boards and Bobby Zilch (probably the cannon operator) flees from the cannon. Jump into the hole to access the tunnel below.

Climb the flagpole on the bridge and push the flag to the top to open the next door **(4)**. Slide through the tunnel while steering toward and jumping for the Figments within.

Battlefield: Pole Wall Climb

After dropping from the tunnel exit, you land on a battleground **(5)**. Collect the Figments and jump onto the lowest pole jutting from the battered wall. Swing from pole to pole to reach the first ledge. Avoid the torch as you swing to the ledge above.

Reunite the **DUFFLE BAG (f)** on the first ledge with the Duffle bag Tag (e) found earlier.

You now face more poles above. Again, swing from pole to pole to reach the small platform above. Avoid the torches as you swing. Once on the platform, punch the cracked wall where the platform meets the battered wall. Jump down into the next area through the hole in the wall.

Rope Alley: Rope Training

After landing on the ground in the small area shadowed by the two towering, battered walls, Coach Oleander directs your attention to the Mental Cobweb (g). You can't retrieve the Cobweb until you purchase the Cobweb Duster from the Camp Store. Collect the Figments on the ground, then jump up to the lowest rope strung between the narrow walls, then pull yourself up into a standing position on the rope.

Double jump to reach the next rope above. Continue until you reach the third rope. Stand on the third rope and turn to face the fourth rope. Perform a single jump and tilt the controller toward the fourth rope. Raz should land standing on the rope. If you tilt the controller the entire time Raz is in the air, you overshoot the rope, so let up halfway. Continue these tactics to reach the top rope and the platform above. There are a few Figments floating within the ropes, so pass through them to gather them all.

Aircraft Junkyard: Trapeze Challenge

Punch the cracked wall near the platform and enter the new area. Oleander introduces the trapeze, and you catch a glimpse of other PSI Cadets in the process of failing the course. Before grasping the nearby trapeze handle, move around the lower ledges to collect all the Figments. Notice the **Mental Cobweb (i)** covering a hole in the wall. Inside the hole is the last Basic Braining **Vault (h)**.

Grab the first trapeze, then jump from the first trapeze to the second. Swing the second trapeze and leap to the distant wooden platform **(6)**.

Collect the **PURSE TAG (j)** from the wooden platform, climb the ladder to the next level, turn to the right, and jump onto the airplane's broken tail section.

Jump from the tail section to the broken wing to the right. Walk up onto the fighter jet fuselage and drop down either side of the aircraft to reach the interior.

Find the **PURSE (l)** on the skeletal mesh outside the open nose of the fighter jet. Reunite the Purse with the tag. If you have reunited all five tags with their baggage you have unlocked your first **Primal Memory**. To view this memory, enter the Memories screen in the Journal and select the red memory. These are early concepts of characters and the Basic Braining level.

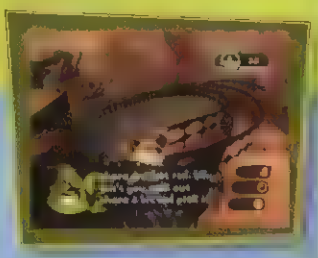
Jump from the fighter plane back down to the wooden platform (6). Climb back to the top of the platform and cross the tightrope. Midway on the tightrope, jump to the top of the cement wall to collect the Figment. Jump back down to the tightrope and continue to the next platform collecting the rest of the Figments along the way.

Follow the wooden platform to the next trapeze. Wait at the end of the platform until the blimp Figment floats by. Swing from the trapeze to the next and turn on the trapeze to swing toward the next platform.

Jump to the wooden platform, slide down the ladder to the lower platform, and mount the next trapeze. Notice the **Cobweb (k)** in the wall below to the right. Come back to pick this up when you have the Cobweb Duster. Swing to the final trapeze and jump to the final platform **(7)** where Bobby Zilch is impatiently waiting.

Rail Sliding

Bobby Zilch slides down the rails as soon as you reach the final platform (7). Choose from three rails to ride. They all meet at the bottom, becoming one, but each rail contains Figments. If you want all the Figments on the rails, you must pick one rail and stick with it all the way down (don't jump to the other rails). Next, intentionally run into Bobby as he comes up the rail at the end of the ride **(8)**. Doing this sends you back to the top of the rails to try again without any penalties or peeled Astral Layers.



Now choose a different rail to slide down. Tilt up or back on the controller to speed up or slow down while sliding. Ride all three rails and jump over Bobby, or PSI Punch him, at the bottom (8) on the last trip to enter the tunnel below.

OBSTACLE COURSE FINALE

Log Rolling Chamber

As you enter the final Obstacle Course, you once again confront the cute, bubble-blowing critter that offers Teleporting Options **(a)**. If you want to go back and get missed items, Figments, or match baggage go ahead and teleport back. The next chance you get to return to this world does not happen for quite some time.

At the end of the tunnel **(1)**, is a large chamber with a twisted and mangled entanglement of logs and barbwire **(2)**. The entire mass rotates the moment you step onto the first log. There are three Figments floating around this chamber, so time your boarding of the log challenge with the passing of the nearest Figment.

In This Area	
Figments	11
Cobwebs	2
Items Acquired	
Basic Braining Merit Badge	

Walk steadily along the log pathway. Move too quickly and you'll slide off the path as it becomes too steep to travel. Walk too slowly and the same thing will happen. Move steadily and step onto intersecting logs when they level off with rotation.

Jump from the final log to the next tunnel **(3)**. Notice the first **Cobweb (b)** in this obstacle course is to the right of the metal walkway. Head into the next large, empty chamber **(4)**. Find the second **Cobweb (c)** on the floor to the left of the exit. Head into the white hallway **(5)** and walk toward the window at the end to complete Basic Braining. You have now earned the **BASIC BRAINING MERIT BADGE**

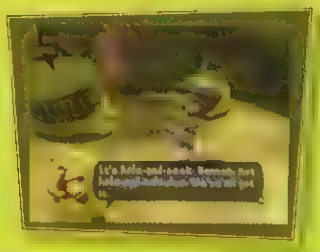
KIDS' CABINS AGAIN (MAP: PG 12)

Back From Basic Braining

Exiting the Kids' Cabins Area

After completing Basic Braining, Sasha gives Raz a **Button**. Before heading across the bridge **(7)** to reach the Main Campgrounds, explore the Kids' Cabins area and see what the kids are up to.

Talk to Franke and Kitty at the bridge (7). They say you can cross the bridge, but it will cost you one arrowhead. If you have not collected any arrowheads yet, go dig one up now and return to pay the girls.



MAIN CAMPGROUND

Ranger Cruller's Scavenger Hunt

As soon as you step foot into the Main Campground, Ranger Cruller **(1)** gives you the **SCAVENGER HUNT LIST**. View this list by selecting it from the Journal's "Totals" screen. If you want to rank up after collecting eight Scavenger Hunt items, you can find Ranger Cruller in the Geodesic Psychoisolation Chamber area.

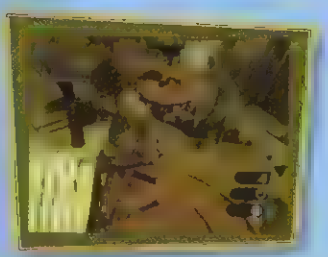
In This Area	
PSI Challenge Markers	1
Scavenger Hunt Items (Gold Doubloon, Eagle Claw)	2
PSI Cards	18
Items Acquired	
Scavenger Hunt List	

Campground Exploration

Your next objective is to train with Sasha, but you should explore the Main Campground area for entertainment and ranking up purposes. The following are tips on what you can do at this time in the Main Campground.

PSI Card Search

Page over to the Real World Item Locator for help finding all the PSI Cards in the Main Campground area. Be aware that the Main Campground also includes the Parking Lot area **(9)**.



Scavenger Hunt Items Search

The **GOLD DOUBLOON (d)** is located in a nook outside the Main Lodge **(2)**. The **EAGLE CLAW (n)** is located on a tree platform near the Parking Lot (9). There is a third Scavenger Hunt item nearby, but it's inside the Main Lodge (2) and this is considered a separate area from the Main Campground; the "Lodge" has its own "In This Area" screen in the Journal. Read ahead for more details. Page to the Real World Item Locator chapter for help finding the Scavenger Hunt items.

PSI Challenge Marker

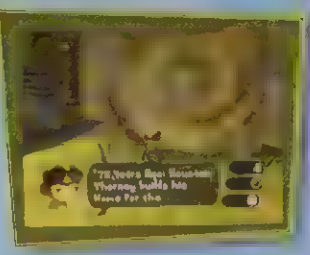
Rank up immediately by finding the **PSI CHALLENGE MARKER (j)** on top of the Main Lodge. Page to the Real World Item Locator for help getting this and other items in this area.

PSI Cadet Interaction

Find and talk to all the PSI Cadets in the area. You can find Mikhail, Clem & Crystal, Franke & Kitty, Lili, Quentin & Phoebe (inside Lodge), and Chef Cruller (inside Lodge).

Parking Lot Exploration

Check out the Parking Lot area (9), as there are a few interesting activities to do and some PSI Cards to collect here. Walk up to the large, upright log in the middle of the parking lot. The tree ring display tells the history of the camp.



Read the message board **(8)** in the path intersection near the entrance of the parking lot. Here, you get the scoop on who's dating whom and all sorts of funny and interesting facts.

THE LODGE (CAMP STORE)

There are a few things to see and do inside the Lodge at this time. You can listen to "The Levitators" **(3)** rehearse (or is it "The Firestarters?" The jury is still out on that). You can check out the TV lounge **(5)** upstairs. Stand beside the TV **(6)** and change the channels if you like. To obtain the **VOODOO DOLL (a)**, see the Real World Item Locator for tips on reaching this item.

In This Area	
Scavenger Hunt Items (Voodoo Doll)	1

The most important thing to do is to speak with Chef Cruller in the kitchen. After it's understood that you're not purchasing a burger, Cruller shows you his items for sale on the shelf **(7)** behind him.

PURCHASING CAMP STORE ITEMS

At this point in the game, you can reach PSI Cadet Rank 9 (that is if you've only visited the Kids' Cabins and Main Campground areas; otherwise, you could have a higher Rank). Many of the items are currently untouchable since your rank is too low to meet the purchasing Rank requirements. Load up on PSI Cores **(e)** and Dream Fluffs **(c)**; both of these items are cheap and you must only be at Rank 1 to purchase them. If you're above Rank 10, purchase the Dowsing Rod **(g)** after buying a few PSI Cores. You need PSI Cores for the next tip. With that done, exit the Lodge.

Whispering Rocket Underground Rapid Transit System

Have you jumped into any hollow tree stumps yet? There are two (11 & 6), located in the Main Campground area. When you jump into an open stump, you land on a rail car in a secret underground transportation tunnel (the Whispering Rocket Underground Rapid Transit System). This is Ford Cruller's invention and no one but Agent Cruller and you know about it. In fact, the talking vehicle can't even fathom another rider and continues to call you Agent Cruller. WRURTS allows you to travel to all parts of the camp in a flash. Currently you can only travel to the areas you've visited, as well as Ford Cruller's secret sanctuary. Choose *"Let's go to Agent Cruller's—I mean, MY sanctuary"* from the location list.

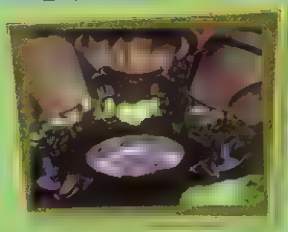
FORD'S SANCTUARY

In This Area	
PSI Cards	2
Items Acquired	
Bacon, Telekinesis, Pyrokinesis, Invisibility Merit Badges, Marksmanship Learner's Permit	

Agent Ford Cruller

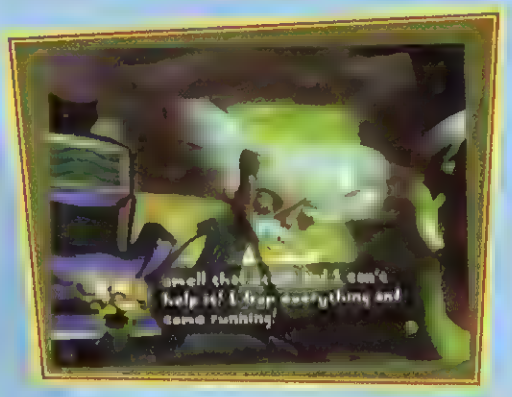
Ranking Up

Increasing your Rank makes the enemies you face in the mental world easier to deal with and prepares you with the mechanisms you need to collect all items. Ranking up early in the game makes things much easier on you. This guide is designed to help you achieve high Ranks early to enhance your gameplay experience. Collecting as many PSI Cards as you can in the previous areas and this stop at Ford's Sanctuary are important steps toward Ranking up early.



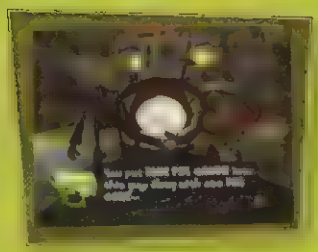
When you enter Ford's Sanctuary, Raz recognizes the brilliant Agent Ford Cruller **(2)** from his dreams and from *True Psychic Tales* magazine. A conversation selection bubble appears. Discuss all selectable topics to learn the camp's history and the origin and effects of Psitanium; an explanation of why Cruller wears disguises around camp; what Ford Cruller is doing in the sanctuary; and information on different areas of the lab.

When you end the conversation Ford Cruller hands you **BACON (a)**. The Bacon is stored in your backpack.



Ford Cruller's Rank Machines

Find the two PSI Cards **(e & f)** in the sanctuary, then approach the machines **(5)** on the bottom floor. Cruller appears again to explain the two machines.



Ford Cruller's Rank Alert

Whenever you reach Ranks that unlock special psychic powers, a Ford Cruller icon appears on the right side of the screen above the hot button icons. This serves as a reminder to visit Ford Cruller at the Sanctuary to accept a new Merit Badge. Not all PSI Power bonuses come from Ford Cruller, these will be awarded instantly when you reach the required Rank.

Pyrokinesis Training

This only occurs if you have already reached PSI Cadet Rank 10. If you've followed the suggestions of this guide thus far, you'll already be there. Approach Ford Cruller (2) on the Intel floor of his Sanctuary and he automatically bestows upon you the **PYROKINESIS MERIT BADGE**. A quick training course follows.

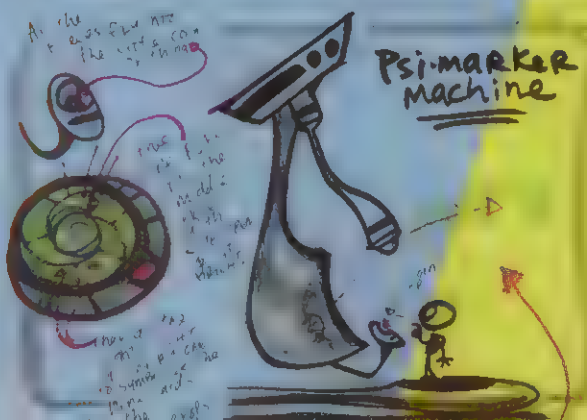
TRAINING BEGINS

The Pyrokinesis training takes place inside your own mind. The space is totally void of anything except Ford Cruller and a caravan. The Pyrokinesis Merit Badge is automatically placed on a hot button (you can move it to any hot button you desire by accessing the backpack). Stand near each circus tent individually and hold the appropriate button until the thermometer icon fills. The tents burst into flames. Afterward, you must burn a small toy lion on a wagon. For kicks, try burning Ford Cruller and see what happens.

After completing the Pyrokinesis training and returning to the Sanctuary, hop back into the open log **(1)** at the end of the Intel floor walkway. Take WRURTS to the Main Lodge.

Back at the Main Campground

If you've Ranked up enough to buy new items, by all means do so now. The following sections of this chapter briefly describe the remaining areas of the camp and what to do to reach the highest Rank possible before attempting the next "official" objective (Sasha's Training). This side quest is not required, but it allows you to have new powers and items that enhance your abilities in the next mental world. If you do not wish to do this, jump ahead to *Sasha's Lab*. No matter what strategy you choose, head under the wooden boardwalk to enter the GPC and Wilderness area now.

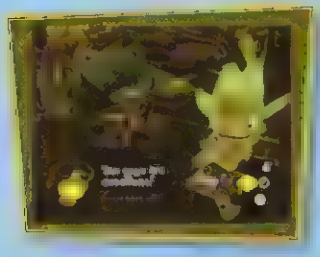


GPC AND WILDERNESS

In This Area	
PSI Challenge Markers	2
Scavenger Hunt Items	4
PSI Cards	18

People to See

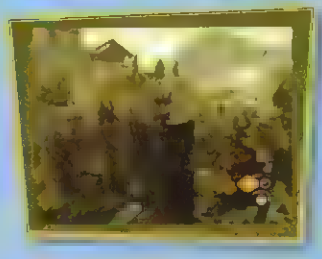
Enter the GPC area through the Main Campground trail **(6)**, to encounter Chops Sweetwind and J.T. Hoofburger doing an acoustic number on the main pathway—they're much better than "The Levitators." Just down the pathway from these two is Lili—and an uncomfortable conversation with her.



Ranger Cruller is raking near a small shanty, which contains a PSI Challenge Marker **(w)**. Chloe is found on the hill **(b)** just above Ranger Cruller, and Dogen and Elka can be found near the entrance to the Underground Transit System log **(4)**, which is also near the entrance to the GPC.

Collectibles

Page to the Real World Item Locator chapter to reach all the items that are obtainable at this point in the game—PSI Power dependent.



Finding Sasha's Lab

Enter the open gate to the GPC **(3)** and climb to the top-most tier using the metal ramps. Break Maloof out of the isolation chamber. Bobby Zilch locked him in there. Mikhail approaches and rambles on about the bear in the area, then Maloof and Mikhail leave together.

Psitanium Enhanced Bears

With exploration, you discover psitanium-enhanced bears in the wilderness around the GPC and in the Reception area. For now, it's safer to avoid them. Invisibility, Pyrokinesis, and PSI Blast make defeating the bears much easier. If you take them on now, you must dodge their Telekinesis. If you're grabbed, the bear knocks you around with large, very damaging, clawed paws. If you can avoid or survive the attacks, two three-hit combos defeat the beast.

You can now enter the GPC and select the Button from the backpack, face the hidden door on the floor and access Sasha's Lab. Alternatively, you can choose to continue to the following areas to Rank up before starting your next training course.

RECEPTION AREA

In This Area	
PSI Challenge Markers	1
Scavenger Hunt Items	4
PSI Cards	21

People to See

Currently, the only character to interact with in the Reception area is Janitor Cruller. He's on the deck of his camper **(1)**.

It's possible to have Raz recite Coach Oleander's recruitment speech heard at the beginning of the game. Raz ends the quote with his thoughts of the Coach—another very funny extra **(7)**!

Things To See

The Reception and Campfire Area is a unique section of the camp. You can complete the entire game without ever having to visit this area—although, you would miss out on many items. The central portion **(4)** is swampy and full of arrowheads. A bear occupies a mining tunnel that leads above the swamp **(5)**, and a broken rail bridge looms overhead.

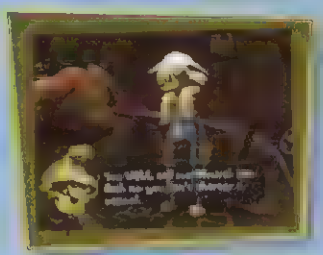
BOATHOUSE & BEACH (LAKE OBLONGATA)

In This Area	
PSI Challenge Markers	1
Scavenger Hunt Items	2
PSI Cards	16

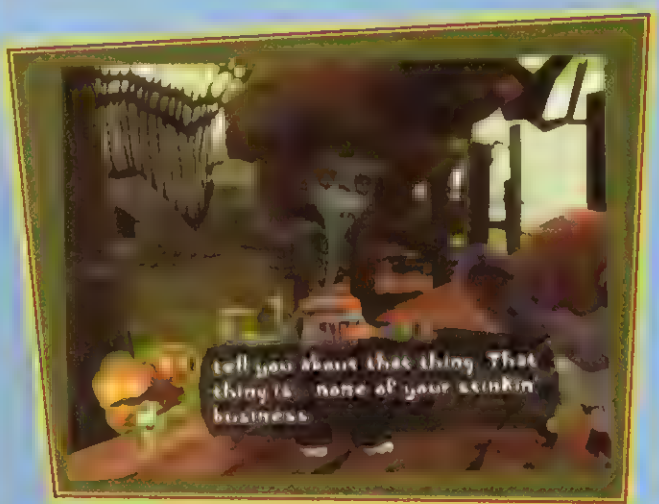
People to See

The first time you visit the beach, a large and creepy hand rises out of the water and motions you forward before disappearing into the murky lake. This is the Hand of Galochio.

Enter the boathouse **(9)** and speak to Admiral Cruller.



Bobby and Benny are blocking access to the end of the pier **(7)**. Talk to them if you think it's any of your "stinking" business.



Raz and Water

Any time Raz enters water, the Hand of Galochio reaches out, grabs him and throws him back onto dry land. Raz cannot swim or levitate on water.

Walk out onto the dock **(8)** in the middle of the beach and talk to Elton again. He can tell you what the fish in the lake are feeling.

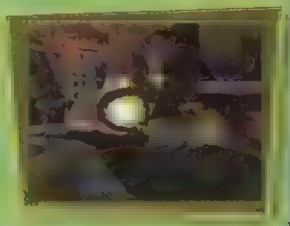
Notice the message board near the boathouse that's similar to the one near the Parking Lot. If you missed the messages there, you can read all the same ones here.

Time to Shop

After ranking up as high as you can at this time, head to the Main Campground and enter the Main Lodge to do some shopping at the store. You should purchase the Mental Magnet (Rank 15) and the Cobweb Duster (Rank 20). If you aren't at Rank 20, come back as soon as you are to purchase this item

Rank Up at HQ

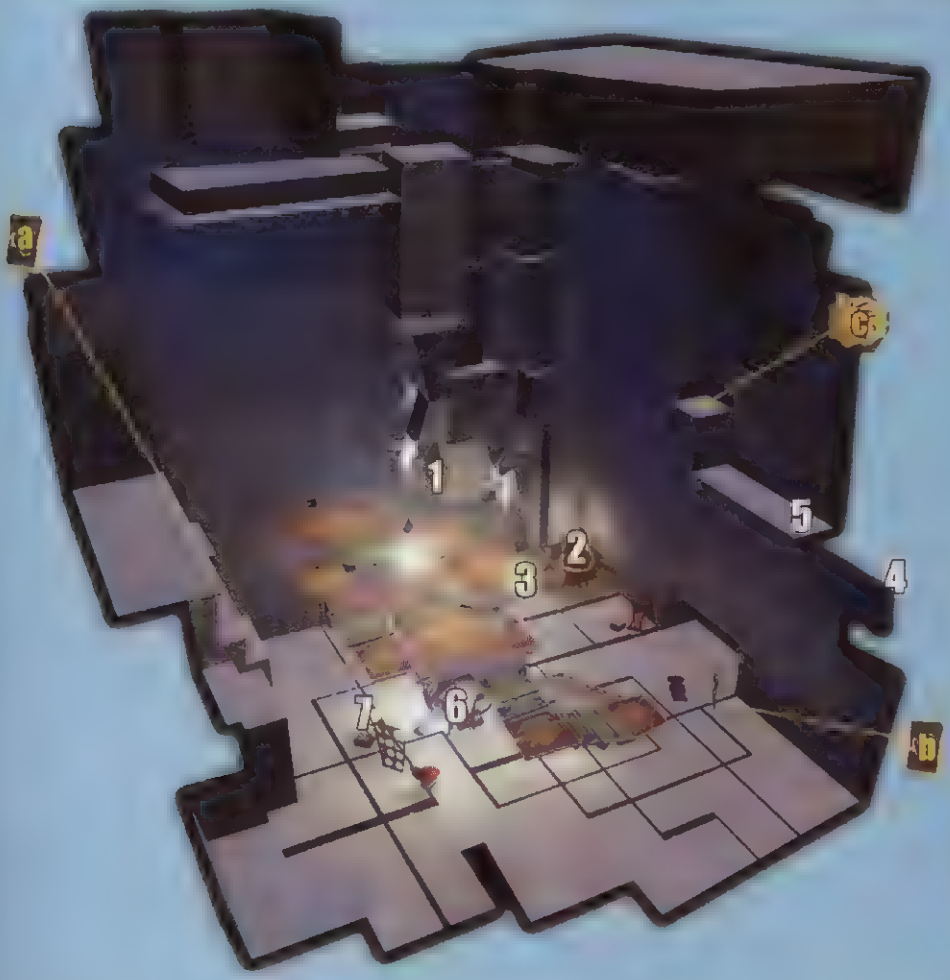
After collecting everything you can possibly get at this juncture, head to Ford Cruller's Sanctuary and cash in your PSI Cards and PSI Cores using the PSI Challenge Marker Reconstructor. After Ranking up on the machine, you should be close to, if not at, Rank 20. That's an excellent Rank this early in the game.



Now What?

Now that you've done everything you can possibly do to Rank up, head back to the GPC and Wilderness Area, use the Button to open the hidden door on the floor and jump into the hole to access Sasha's Lab

SASHA'S UNDERGROUND LAB



In This Area	
PSI Challenge Markers	0
Scavenger Hunt Items	1
PSI Cards	2

Sasha's Lab

Walk down the stairs **(1)** and talk to Sasha who's working behind the control panels **(7)** for the Brain Tumbler. After the conversation ends, face the front of the brain tumbler (6) and press the appropriate button to interact with it. Sasha explains that using the brain tumbler enables you to travel deep inside your own psyche, where you will hopefully find unparalleled insight and power. Suddenly, you are pulled into The Collective Unconscious.

THE COLLECTIVE UNCONSCIOUS

The Collective Unconscious is a place where all unconscious minds are connected (a mental hub of sorts). A doorway is a portal into someone's mind. However, the connection with other minds is still undeveloped, and all but one doorway is closed. The only doorway you can enter at this time is the one into your own mind, "Brain Tumbler Experiment." The more you explore the mental world, the more mental connections are made—more doorways are opened as you unlock new levels. This is where you eventually access any level in the game once you have unlocked the level. To return to Sasha's Lab, step up to the Brain Tumbler **(1)**. To begin the training inside your mind, enter the opened purple door **(8)**.

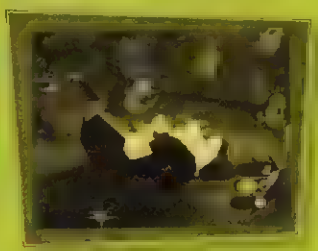
BRAIN TUMBLER EXPERIMENT: PART I

In This Area	
Figments	92 (total)
Cobwebs	0
Vaults	1
Emotional Baggage	0
Baggage Tags (Purse Tag, Steamer Trunk Tag)	2

The Woods

The journey inside your own mind begins in a foggy area similar to the one seen when training with Ford Cruller. There is a caravan, a teleportation critter, four Figments, and a **VAULT**. Chase down and strike the Vault.

Walk up the stairs and enter the caravan. Once inside, the caravan's opening seals shut. Strike out at the glowing walls to crack the shell. Suddenly, you're in a nightmarish dreamscape, face to face with a demented-looking little bunny rabbit. Follow it!



Before you take off after the hare, find the **PURSE TAG (a)** from behind your egg **(1)**, then continue through the narrow halls of your mind, following the bunny to the next clearing. Just before that, look for the **STEAMER TRUNK TAG (b)** in some purple briar-like roots on the left side of the woods.

Stay clear of the Attack Vines or perform a Palm Bomb to take them out with minimal damage to yourself. Remember to collect the Figments in the area.

Upon reaching the clearing, you see a large, dark, nightmarish creature with big glowing eyes. Sasha pulls you out of your nightmare just before the enormous beast (you later learn it's a lungfish) throws a diver's helmet at you. You now appear back inside your real world body in Sasha's Lab.

SASHA'S UNDERGROUND LAB (MAP: PG 27)

Sasha's Lab

Sasha pulled you out of your mind because you aren't quite prepared to face your own demons. He says he can teach you to fight when you're ready. Speak to him again to learn that you need a Marksmanship Learner's Permit before Sasha teaches you advanced combat.

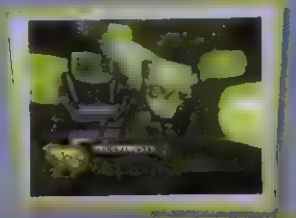
The new objective is to take the Underground Transit System to Ford's Sanctuary and get the Marksmanship Learner's Permit from Ford. Jump into the log and choose *"Let's go to Agent Cruller's—I mean, My sanctuary."*

FORD'S SANCTUARY (MAP: PG 22)

Marksmanship Learner's Permit

What's Your Rank?

The Rank you've managed to reach determines what Ford Cruller may do when you see him. If you have reached a milestone Rank since the last time you've seen him, then you may be pulled into a Ford Cruller training session for a new Merit Badge. If you've been item searching, you may enter Telekinesis training (Rank 20) this time.



30 Walk up to Ford Cruller **(2)** and choose *"Sasha says I need to learn how to fight better"* from the conversation bubble. He hands you the Marksmanship Learner's Permit **(b)** and says it will only work in Sasha's Shooting Gallery until you get the real PSI Blast Merit Badge when you complete Sasha's course. When you're done, return to the top floor, then jump back into the log **(1)** and chose to return to Agent Nein's Lab.

Cobweb Duster

You've likely reached Rank 20 just before or while in The Brain Tumbler Experiment. Now would be a great time to pick up the Cobweb Duster at the Camp Store.

Telekinesis Training

If you reach Rank 20 and Cruller pulls you into Telekinesis Training, then continue reading. If not, then flip back here if you need help with his training course later.

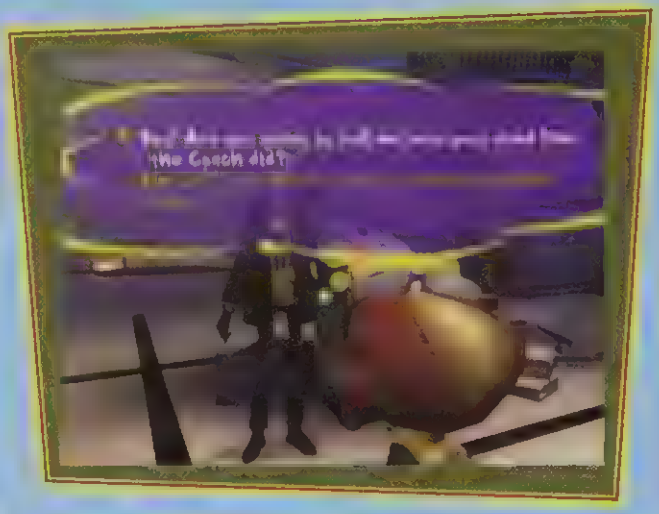
From the backpack, assign TK (Telekinesis) to a hot button and follow Cruller's advice. Stand within TK range of the trashcan. Press and hold the TK hot button to pick up and hold an item. Use the controller to aim the targeting cursor to a desired throwing location.

Throw the trashcan by releasing the TK hot button. You must throw the trashcan through the hoop three times, then at the side of the caravan. Finally, pick up and throw the trashcan against the Censor to destroy it. That completes TK training. Just for kicks, pick up Ford Cruller and see what he thinks about that.

SASHA'S UNDERGROUND LAB

(MAP: PG 27)

Now that you have collected the Marksmanship Learner's Permit from Ford Cruller, approach Sasha in his lab and talk to him. Choose *"Yes! Are you going to pull me into your mind like the Coach did?"* from the conversation bubble.



PSI Cadet Stories

If you're interested in the lives of the other PSI Cadets, take this opportunity to head back to camp and see what the others are up to. You just completed a mental world challenge and things have changed in the real world. Check out the Parking Lot to find Maloof waiting for his dad

SASHA'S SHOOTING GALLERY

PSI Blast Training

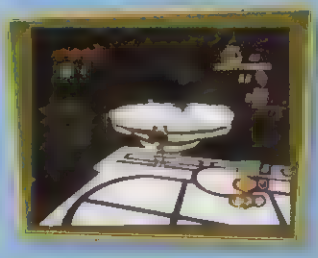
Target select the three tacky lamps that appear. Move between selected targets and press the PSI Blast hot button to destroy the selected target. Repeat this process with the next three lamps, but destroy them in ascending order in accordance with the numbers above them.

Censors

Next, a Censor appears on a platform in Sasha's mind. Since you technically don't belong in Sasha's mind, they'll hunt you down. Target select the Censor on the platform and PSI Blast him!

Mental World Power-ups

Even if you have the Mental Magnet, you must still perform this next objective. Jump up to the Censor's platform and collect Positive Mental Health. Having the Mental Magnet makes collecting bouncing power-ups effortless; they come to you instead of the other way around.



Blast 1000 Censors

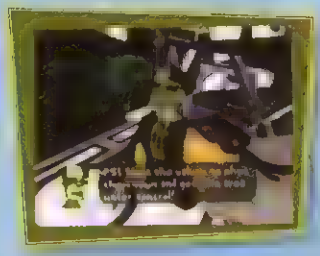
You must blast 1000 Censors to pass this course. Unless you want to blast Censors for some time to build up your arrowhead tally, approach the Censor machine and crank it up to the next level. Each time you raise the lever on the Censor machine, more Censors attack. To get past this training session quickly, move the lever to the maximum speed.

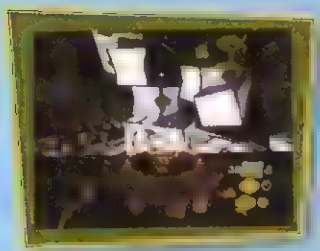
The new objective is to control the amount of Censors in Sasha's mind. The following objective is a lengthy project that spans four sublevels.

SASHA'S BEDROOM

In This Area	
Figments (mental world total)	69
Cobwebs	2
Vaults	1
Emotional Baggage (Hatbox, Duffle bag)	2
Baggage Tags (Hatbox Tag, Duffle bag Tag)	2

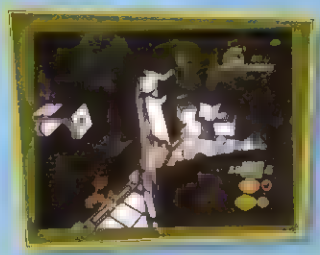
Sasha begins to lose control over his thoughts as more and more Censors are released. The first to escape the mind is the thought of a childhood bedroom. Run to the bedroom side of the cube.



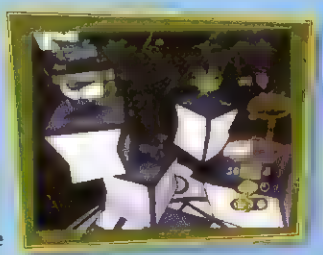


Use PSI Blast to defeat the Censors. If they gang up, jump in the air and perform a Palm Bomb on top of them. This takes out multiple enemies at once. If you have Pyrokinesis, try a little fire.

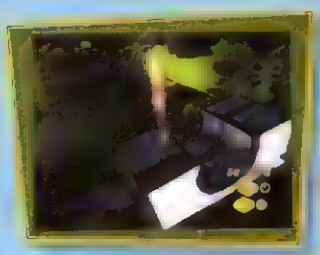
If you have the Cobweb Duster suck up the **COBWEBS** inside the large blocks **(c & g)**. Explore the floating blocks all around the bed for Figments. Figments are even located on the top of the headboard; collecting them is an essential part of ranking up.



Get the **DUFFLE BAG TAG (d)** on the pillow matched up with the **DUFFLE BAG (f)** near the first Censor valve **(1)**. While on these blocks **(2)**, shoot the Censor valve; another **(3)** pops up on the other side of the bed. Find the **ASTRAL PROJECTION LAYER (h)** on a block on the same side of the bed. This gives you another "life" in the mental world.

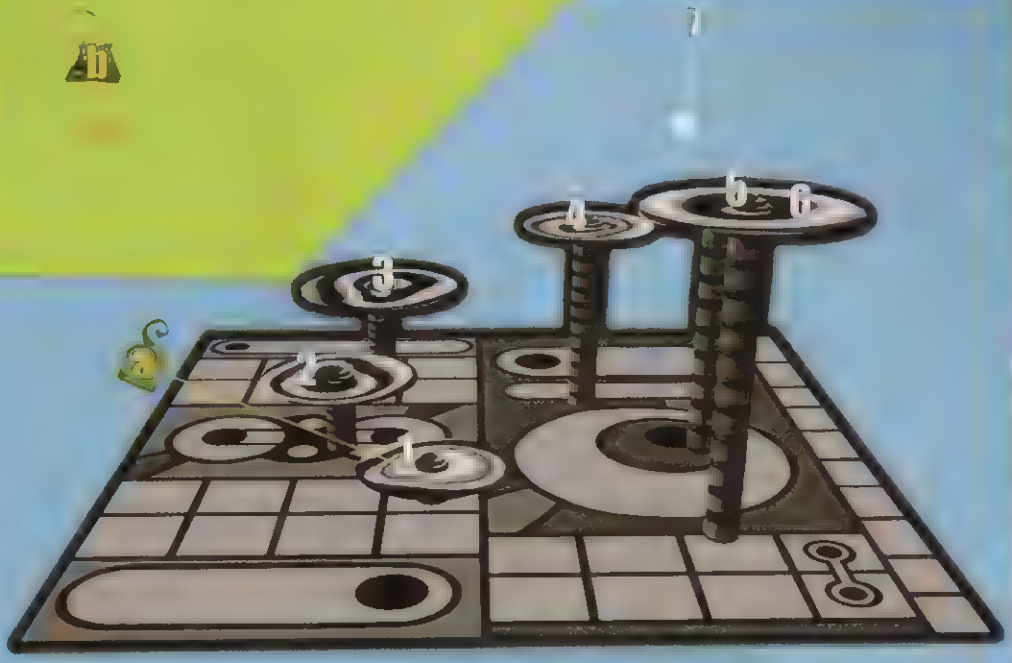


Find the **VAULT (e)** on top of the bed and strike it to receive **"Sasha's First Loss"** memory. On the way to shutting down the second valve, jump onto the top of the bedframe with the **HATBOX TAG (b)** and with the **HATBOX (a)**.

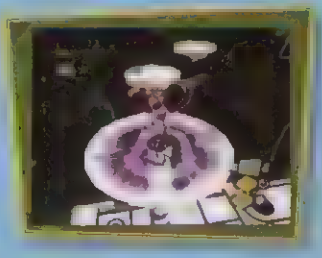


SASHA'S SECOND CENSOR LEAK

In This Area	
Figments (mental world total)	69
Cobwebs	0
Vaults	0
Emotional Baggage (Purse)	1
Baggage Tags (Purse Tag)	1



The second stage in Sasha's mind is a series of translucent platforms on columns of varying heights. The Censors in this stage are much larger than the ones in the previous stage. The "Shouting Censor" can shoot a "NO" blast projectile at you. Sometimes your PSI Blast can stop these—if you can manage a direct hit. Later, when you have the Shield, it's possible to protect yourself from these shouting attacks. Step out of the way to avoid them for now. To defeat one of these big Censors, your choices are to shoot it twice with a PSI Blast, hit it three times, or perform a Palm Bomb. Pyrokinesis works, but you must be within range, so you might as well hit them if you're that close. Only one Censor appears at a time while the first valve is open, and two at a time while the second valve is operational.



The **PURSE TAG (a)** is located on the shortest platform **(1)**. Jump from the first to the second to the third platform, then shoot the valve **(7)** located between the third and fourth platforms.

Continue jumping platforms until you've reached the tallest one **(6)** that originates from the cube; the surrounding platforms are floating platforms. Jump out onto the next three floating platforms and find the **PURSE (b)** on the furthest one. From there, shoot the final valve in this level.

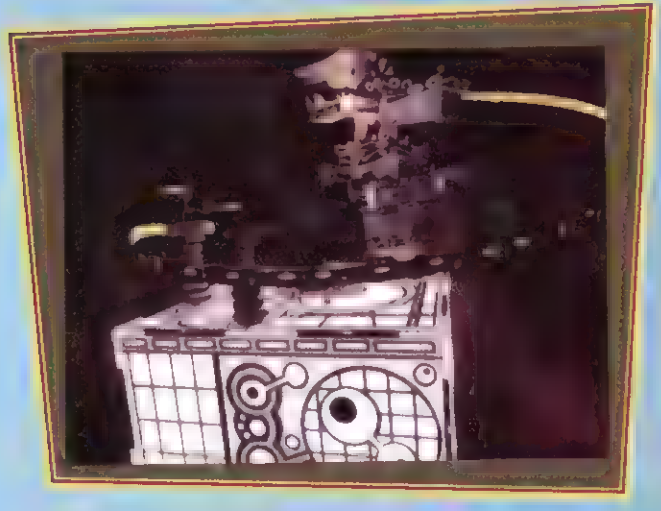
Levitation Needed

You must have Levitation to reach the mobile platforms moving above this stage. You can levitate from a number of platforms to reach the mobile as it circles the stage. Use the mobile platforms to reach the remaining Figments on the distant floating platforms, as well as the **Astral Projection Layer (c)** *power-up.*

SHOEMAKER SASHA

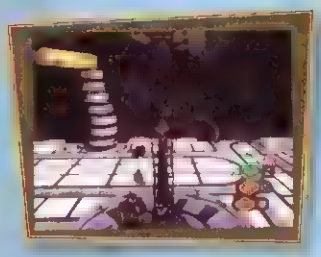
In This Area	
Figments: (mental world total)	69
Cobwebs:	2
Vaults:	1
Emotional Baggage: (Steamer Trunk)	1
Baggage Tags: (Steamer Trunk Tag)	1

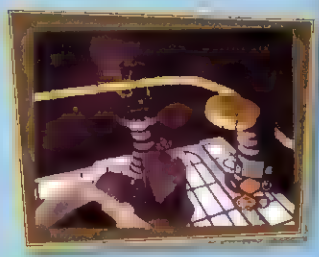
The third stage is a series of platforms comprised of shoeboxes, shoe polish canisters, and a measuring tape rail. A new breed of Censor is faced in this round, the Personal Demons. These little balls of fire chase after you, then explode when they get close! PSI Blast them from a distance. If you shoot at a group, one shot could take out multiple demons as a chain reaction explosion occurs.



Before heading to the side of the cube with the shoeboxes and Personal Demons, find the **VAULT (a)** on the side of the cube. Give chase and smack the vault to obtain **"Sasha's Second Sight."**

Run to the base of the ladder **(5)** and pick up the **STEAMER TRUNK TAG (c)**. Climb the ladder to the top before the Personal Demons catch up and jump to the platform **(2)** where the **STEAMER TRUNK (b)** is located.

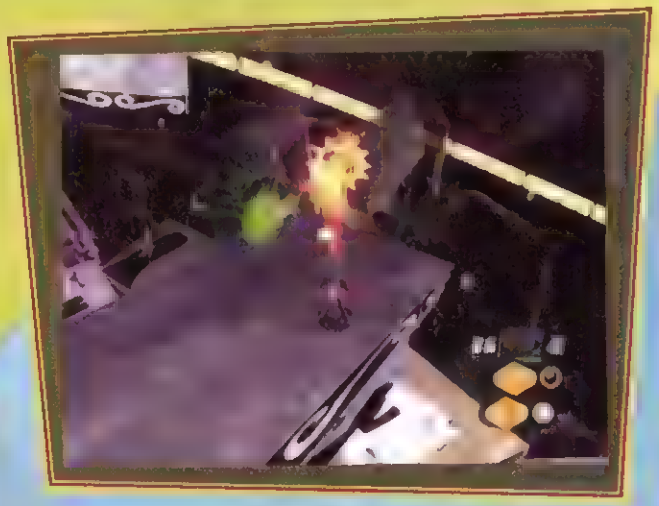




After the reunion, jump to the tape measure roll **(3)** and slide along the tape rail up to the top of the shoebox tower **(4)**. Destroy the Shouting Censor. To the left is a shoebox holding the **Astral Projection Layer (e)** power-up. Jump down to the next shoebox below and find the **COBWEB (d)** wedged between a few shoeboxes.

Drop to the floor level and find a **COBWEB (f)** on the backside of the shoebox tower (top of the first box). Climb back up the ladder (5) and jump toward the Censor valve near platform **(1)**. Target select and shoot the valve to shut it down.

After collecting all the figments and all the other items on this stage, head back up to the tape roll platform (3) and ride the tape measure rail to the top of the tower and shoot the second Censor valve. This valve is located near the same shoebox where the Astral Projection Layer (e) was located.



TOWER OF FIRE

In This Area	
Figments (mental world total)	69
Cobwebs	1
Vaults	0
Emotional Baggage (Suitcase)	1
Baggage Tags (Suitcase Tag)	1

The final stage in Sasha's Shooting Gallery is a multilevel tower of platforms, metal plates, torches, Personal Demons, and Censors. The objective remains the same: shut down all Sasha's Censor outlets. Find the **COBWEB (d)** behind one of the outer struts of the tower.

Jump up on the lowest platform **(1)** that surrounds the central tower and collect the **SUITCASE TAG (a)** from the second level. Continue up the "stairs" of the tower while avoiding or destroying the enemies. At the top of the tower **(2)** is the **SUITCASE (c)** and an **Astral Projection Layer (b)**

PSI Blast the valve and the tower crumbles. You have successfully shut down all Censor valves.

away while using double jumps here and there. If you need more Mean Little Balls of Hate to defeat the Mega Censor, destroy more small Censors running about. Currently, the flow of Censors is what is keeping the boss invincible. You must run around the entire cube and find and destroy the

the boss; his health meter appears in the top right corner of the

keeps him from hitting you with his rolling balls of his stamp hand. As you circle, continue PSI Blasting him.

the **MARKSMANSHIP MERIT BADGE** and you are ejected from

you reenter his underground lab. Your next objective is to reenter the Brain Tumbler and reenter your mind (Brain Tumbler Experiment) to defeat that bug-eyed monster using PSI Blast.

BRAIN TUMBLER EXPERIMENT: PART II

Sasha's Underground Lab

If you would like to talk to fellow PSI Cadets or if you have any PSI Cards to reconstruct at Ford Cruller's Sanctuary, do so now. Otherwise, step up to the Brain Tumbler in Sasha's Lab and enter The Collective Unconscious.

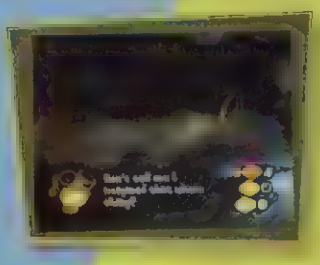
The Collective Unconscious

Walk to the left as you enter The Collective Unconscious. Head to the second, opened, purple doorway. This is the portal into your mind.

THE WOODS: PART II

In This Area	
Figments	92
Cobwebs	5
Vaults	2
Emotional Baggage	5
Baggage Tags	5

Follow the bunny to the clearing **(2)** and use PSI Blast on the big-helmet-throwing monster. Match the **PURSE (c)** with the **PURSE TAG (a)** found earlier and use the Cobweb Duster to clean up the **COBWEB (d)** in the briars near the Purse location. Use the fat, green, thorny vine in the back of the clearing to reach the next plateau.



As soon as you step up onto the higher plateau, Censors attack from further down the pathway. Use Pyrokinesis, PSI Blast or Palm Bomb to take them out. Jump up onto the ledge to the right to find the **STEAMER TRUNK (e)** behind a thorn bush. Double jump over the bush to get to the trunk and to match it with the tag found earlier.

MISSING FIGMENTS?

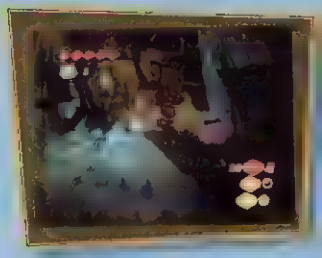
If you've been through this level before and are still missing a few Figments, remain on the ledge where the Steamer Trunk **(e)** was located and walk to the far end of the ledge (away from the clearing). Jump off the edge and latch onto the trapeze vine **(3)**.

Swing to the next trapeze vine **(4)** and swing to the drooping vine **(5)**. Swing from the droopy vine to the solid, purple, vertical vine **(6)**. Climb the vertical vine to the top and turn around so your back faces the next drooping vine **(7)**. Swing on this to reach the high ledge **(8)** and a few hidden Figments.

Back on Track

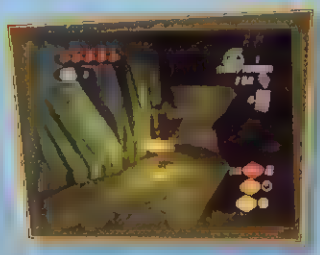
If this is your first time through and you followed the previous "Missing Figments" strategy, then drop off the ledge and get all the Figments on the pathway you passed while swinging above. There's a **DUFFLE BAG TAG (f)** just before you reach the higher pathway. Continue through the pathway to find a **SUITCASE TAG (g)** on the right in a Censor-filled clearing.

Defeat the Censors and double jump up to the next pathway. Defeat the Shouting Censor and continue forward while keeping your eyes peeled to the right for a **SUITCASE (j)** on a small ledge **(9)** on the right.

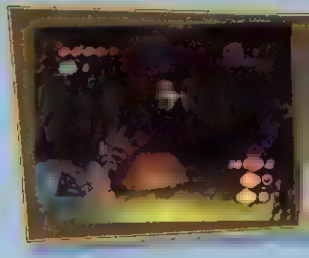


HIDDEN ITEMS

From the small step-like ledge **(9)** turn back to the way you came and jump up to the next ledge **(10)**. Next, jump across the pathway to the next ledge **(11)**. Continue jumping in this direction to reach the next ledge **(12)**.



Double jump to the large ledge **(13)**. Here are the **DUFFLE BAG (h)**, a **COBWEB (i)** and a bunch of Figments. Drop down to the pathway below and continue onward toward the unexplored facets of your mind.



Back on the Nightmare Trail

Continue after the bunny and only slow down to destroy the Censors and Personal Demons. Dust the **COBWEB (k)** from the large purple vine on the left. Just past the two Attack Vines is the **HATBOX TAG (l)** in briars to the left, just before the bend. Just around the bend are a Shouting Censor and a Censor portal that spits out two Personal Demons. Use PSI Blast from a distance to take out all of these enemies.

Up ahead is a large bathtub suspended above the pathway with "Oblongata" printed on the side. Underneath the tub is a **COBWEB (m)** stuck in the drain.

The large hunk of rotting meat next to the tub is used later when you acquire the Levitation Merit Badge. Strike it to make steam rise. Levitate over the steam and use PSI Float to access the inside of the tub to get the hidden Figment.

Dr. Loboto

For now, continue to the next clearing. Dogen is held captive by the clearly insane Dr. Caligosto Loboto, D.D.S! The new objective is to get inside the nightmarish tower **(14)** and rescue Dogen.

Get Inside the Nightmarish Tower

Follow the walls to the right as you head through the clearing. Find the last **COBWEB (n)** behind a large boulder and just beyond that a **HATBOX (o)**. Once past the Hatbox, look toward the tower in the middle of the clearing for a **GOLDEN HELMET (p)**.

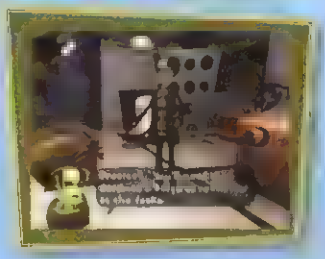
Roaming around the Golden Helmet is the last **Memory Vault (q)** in this level. Smash it to unlock **"The World Shall Taste My Eggs"** memory.

CLIMBING THE TOWER

Walk around the tower **(14)** until you find the lowest area of the pathway/vine that wraps around the tower. Follow the bunny up the vine pathway. When you reach another one of those rotting meats Sasha says you need to levitate to reach the tower. You don't know levitation, so it's back to the lab where Sasha extracts you from your mind and returns you to your body in his lab.

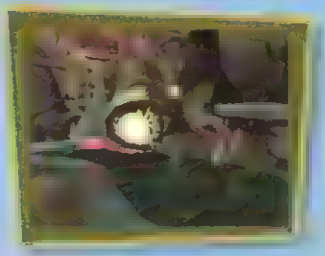
Sasha's Underground Lab

Sasha hands you an Oarsman's Badge and tells you to go see Milla Vodello. She's at the lake and the Oarsman's Badge helps you reach her. When you earn your Levitation Merit Badge, return to the Brain Tumbler to get into Dr. Loboto's tower. Jump in the log and take the transit system to the lake.



RANKING UP

This is a good time to go see Ford Cruller in his Sanctuary and redeem some Cobwebs using his Cobweb Loom on the lower floor.

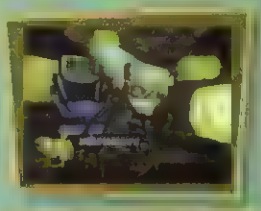


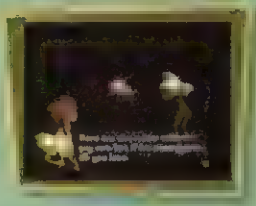
After reaching the required Ranks, you could earn the Telekinesis (Rank 20) or Invisibility (Rank 30) Badges when you talk to Ford Cruller on the Intel floor.

Now that you have some new powers there may be some Scavenger Hunt items you couldn't get to before.

Invisibility Training

The Invisibility Merit Badge is earned by reaching Rank 30, then talking to Ford Cruller in his Sanctuary. This one is simple; set Invisibility to a hot button of your choice and press the button to turn invisible. Watch the merit badge drain to monitor invisibility time. Walk up to the Censor while invisible and smack it around until defeated.





Invisibility energy regenerates over time. You can turn invisible when the bell sound is heard, which is not quite at the full energy level.

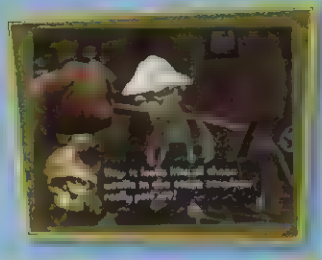
LAKE OBLONGATA

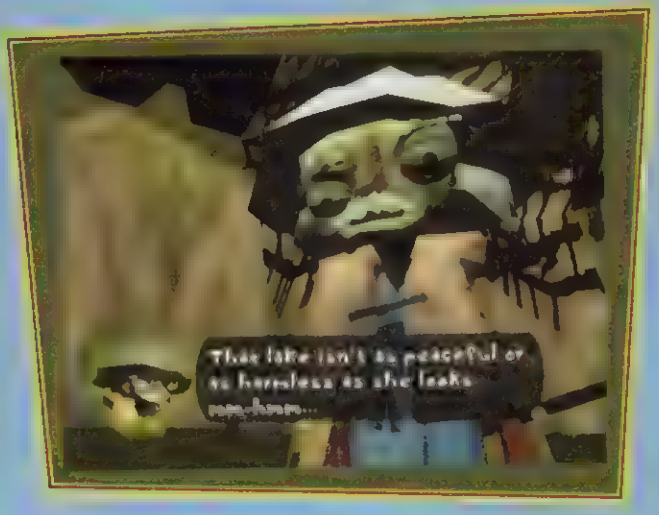
When you reach the beach at Lake Oblongata, Dogen emerges from the water. All he can say is "TV" and "Hackysack." His brain has been stolen! Raz directs him to the TV Lounge in the Main Lodge. If you're interested in what's going on in that room (which is quite humorous) visit the lodge before you reenter The Brain Tumbler Experiment again.

For kicks, go talk to Elton **(8)** on the dock. Walk around the boathouse **(9)** and talk to Bobby and Benny **(7)** who are blocking the rest of the pier.

Return to Milka and Elton (8) on the dock. Elton seems to have forgotten all about Lili now; he's smitten with Milka.

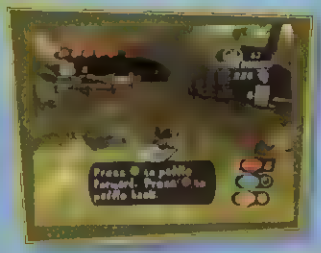
Talk with Admiral Cruller inside the boathouse (9) and show off the Oarsman's Badge. He sets you up with a canoe near Bobby on the pier (7).





Canoe Basics

Your choices are to paddle forward, or paddle back while steering. It's that simple. The tricky part is docking the canoe. You can only exit the canoe when you dock it at one of the docks, on the beach, or the pier (7) where it came from. You cannot, however, stop at that boulder in the water to retrieve the PSI Card **(i)**; there are other ways of getting that when you have Levitation.



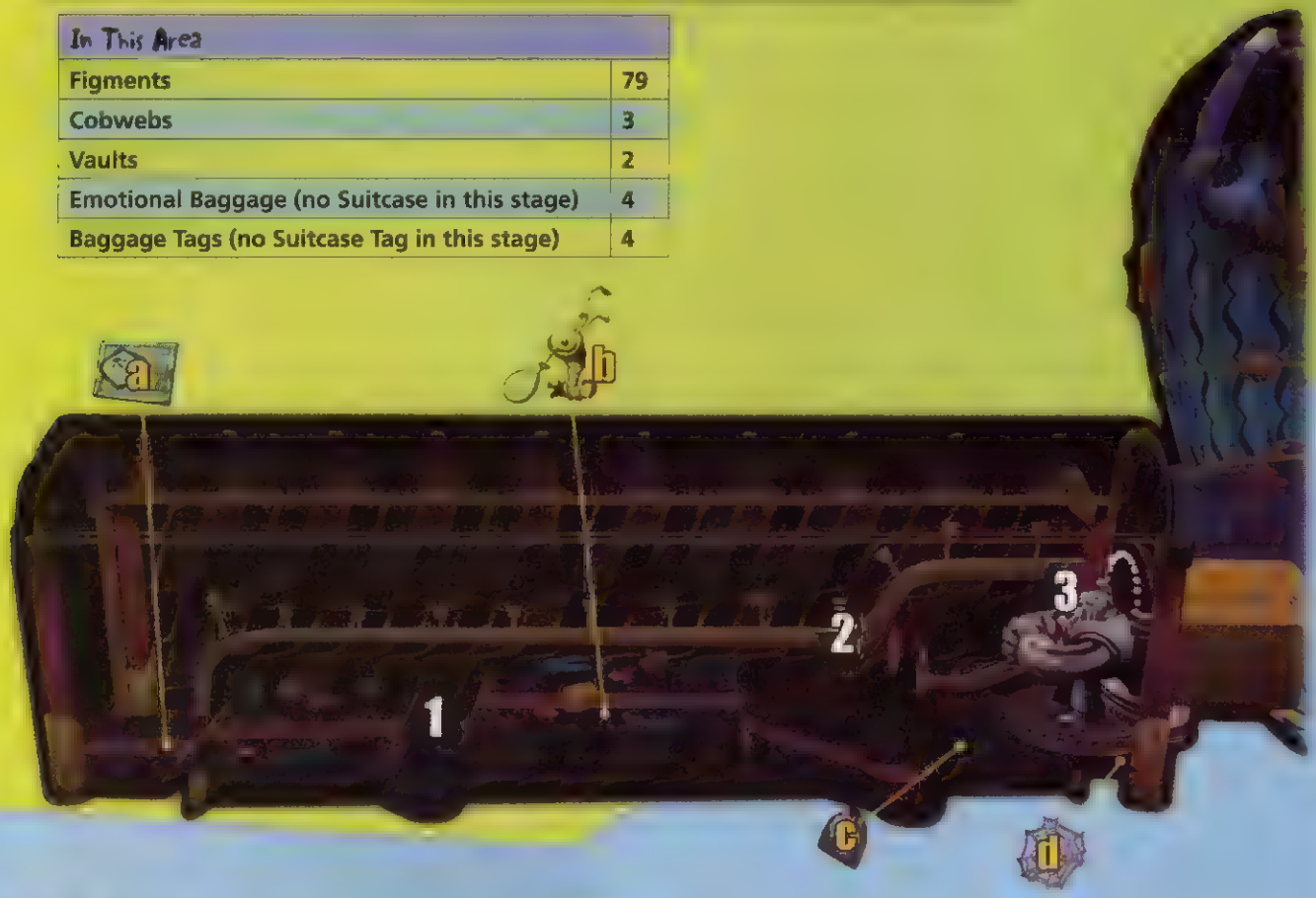
Canoe to Milla's Dock

Canoe out past Elton's dock and continue to the dock **(4)** where the PSI Cadets are taking Milla's Levitation course. When you approach the dock, you automatically dock the boat.

When you speak with Milla, you discover that she called your father to come pick you up. Bummer. Speak to Milla again to bring up Levitation training.

MILLA'S DANCE PARTY

In This Area	
Figments	79
Cobwebs	3
Vaults	2
Emotional Baggage (no Suitcase in this stage)	4
Baggage Tags (no Suitcase Tag in this stage)	4



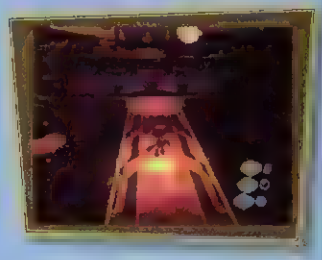
The Lounge (Party Entrance)

Throughout the exploration through Milla's mind you communicate with Milla through various TV sets around the club. Right off the bat she gives you the **Levitation Learner's Permit (a)** and informs you that it works only while in her mind.

Use a bubble bounce to jump very high. Perform a Palm Bomb on all the speakers and decorations throughout her mind to uncover psychic arrowheads and other power-ups.

While in the air, execute a PSI Float. Raz places the bubble over his head and slowly floats down to the ground. This is great for reaching distant objects and platforms. If his feet touch the ground after landing, the Levitation Ball disappears and must be activated again to continue levitating.

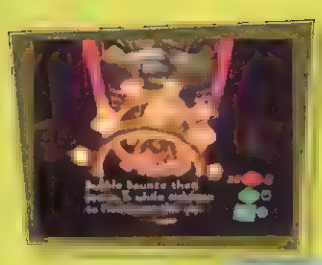
However, press the appropriate button while PSI Floating, and Raz throws the bubble back under his feet. This allows you to continue Levitating (roll on the ground) after PSI Floating.

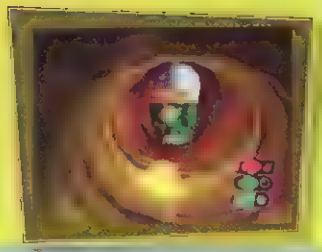


Get Past the Bouncer and into Milla's Dance Party

Your first objective is to get past the bouncer **(3)** and into the dance party. Levitate and roll quickly towards the first gap **(1)** in the floor and bubble bounce over the gap. Notice the teleportation critter **(b)** near the second TV. This allows you to access different areas of the Dance Party once those areas are visited.

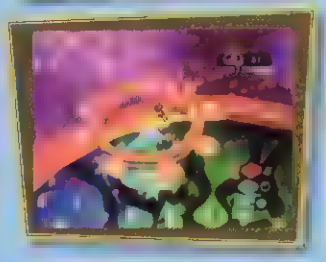
Perform the same maneuver over the next gap. Midway through the jump, PSI Float through the three rings **(2)** to make them spin. When performed correctly the bouncer (3) unfolds his arms allowing access to the next area. Find the **DUFFLE BAG TAG (c)** on the edge of the second gap and the **COBWEB (d)** in the corner on the right side of the bouncer. Enter the tunnel through the bouncer to access the next area.



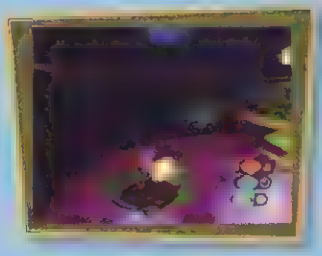


GET UP TO THE TOP FLOOR OF THIS CRAZY CLUB

You start on the bottom level of a towering club. Levitate and roll along the concave floor to build up speed. Roll along the floor while following the blue arrows. Each line of arrows points toward a floating ring **(1)**. Quickly roll along a line of arrows and bounce upon reaching the upper edge of the bowl-like floor. Bounce up through a ring to make it spin. Follow the next set of arrows and bounce through the next ring and so on until all the rings are spinning. You must perform this quickly, as the rings spin for a limited amount of time.



As soon as all three rings are spinning, Milla creates flower platforms **(2)** to reach the upper dance floor. Bubble bounce across the flower platforms to the dance floor **(3)**. When you reach the dance floor, Milla places a respawn kick out point on the ground level. If you fall to the ground, roll over the ball return to be rocketed up to the dance floor.

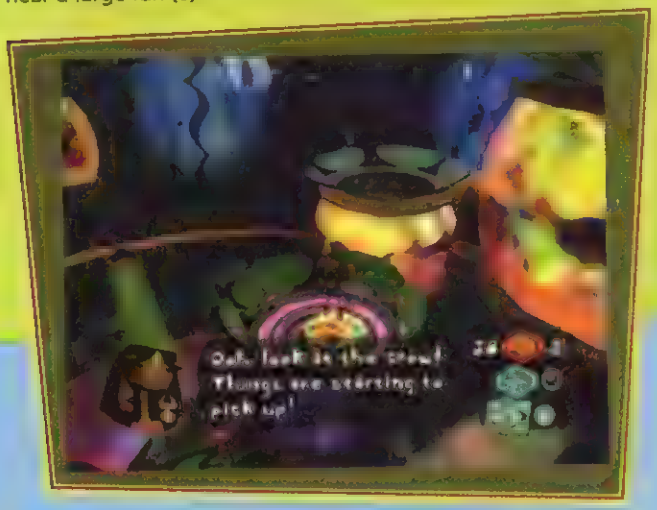


DANCE FLOOR

Many of your fellow PSI Cadets are dancing on Levitation balls on the dance floor (3). Find the **DUFFLE BAG (a)** on the edge of the dance floor.

Milla now directs you to three more rings that are not spinning, which is apparently ruining her party. Bubble bounce from the dance floor (3) and PSI Float through the highest of the three rings **(4)** and continue passing through the lower rings as you float downward.

Once all three rings are spinning, Milla sets another ball return, but this one appears on the dance floor (3). The platform below the last set of rings (4) lifts upward to a set of higher platforms **(5)** near a large fan **(6)**.



MILLA'S SECRET

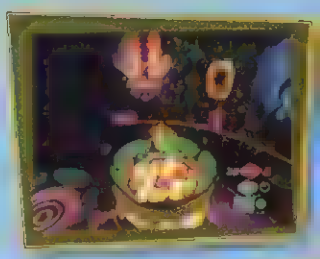
Before going any further, PSI Float from the upper platforms down to the nearby balcony **(7)**. Enter the room behind the balcony and strike the **MEMORY VAULT (b)**. This unlocks **"Milla's Children"** memory.

Strike the chest in the room and jump inside to see her haunted past firsthand. The fiery room is full of caged children's souls crying out to Milla, wondering why she left them in the burning house.

Jump back into the hole in the floor to return to the room. Say a prayer for Milla. Exit back onto the balcony and bubble bounce back to the previous platforms near the fan (6) using the nearby flower platforms.

REACHING THE EXIT

From the platform in front of the fan (6), bubble bounce and PSI Float in the fan draft. The draft pushes you across the room and onto a platform with a ladder. Also on this platform is the **STEAMER TRUNK TAG (c)**. Grab the tag and climb the ladder up into the next dance floor level.

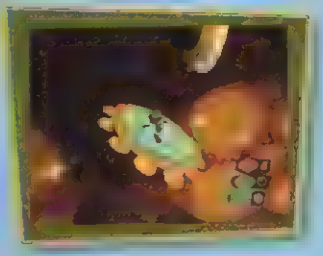


DANCE FLOOR LEVEL 2

The ladder leads up into the second dance floor level. Exit the glass enclosure **(1)** and find the **COBWEB (a)** behind you on the curved, bowl-like floor/wall.

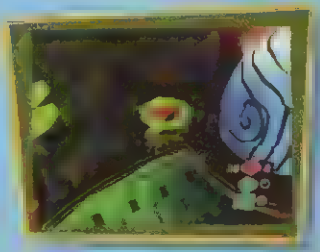
Be prepared to fight Censors while in this area; there are a few Censor portals around. Find the **HATBOX TAG (c)** just on the other side of the plunger **(2)**.

Use Levitation to roll over to the plunger (2). While standing on a bubble, bump into the plunger and it shoots you across the floor, up a large ramp and into the air. Use PSI Float to touch down on the lowest floating tambourine **(4)** near the end of the ramp.



You bounce like a pinball from one tambourine to another until you end up on a moving flower platform. Jump to the upper walkway **(5)**. A ball return **(3)** appears on the lower floor. Use this to reach the upper walkway if you miss a jump or don't want to use the plunger and tambourine platforms.

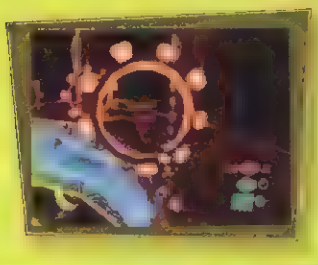
In order to get to the **STEAMER TRUNK (b)**, jump off the walkway and PSI Float down to the lower walkway. Smash everything you see for power-ups and roll along the entire length of the walkway to collect all the figments.



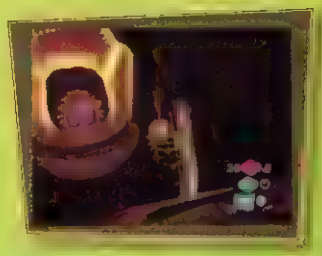
Carefully inspect the bottom level for figments; some figments are blue, which match the color of the floor.

Find the **HATBOX (e)**, which is close to the spot where the ball return (3) places you on the upper walkway. Just a few strut beams away is a **COBWEB (d)** on the wall.

Jump up onto the rail lining the walkway and rail-slide around the upper level for the duration of one lap. As you slide on the rail, you pass through the many rings **(6)** around the rail causing them to spin. When all the rings spin, a flower platform **(5)** lowers to the walkway. The flower platform rises and lowers continuously. Jump up onto the lift platform and take it up as high as it will go. Levitate to the large upper dance floor **(7)**.



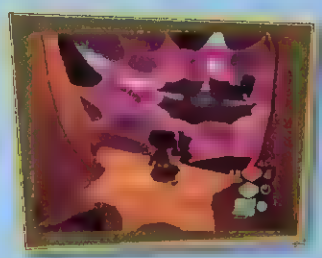
Collect all the Figments from the dance floor (7), then bubble bounce and PSI Float to the nearby balcony **(8)**. Punch the doors on the balcony to access the tunnel beyond.



Prepare to PSI Blast the Censors and Personal Demons spilling into the tunnel through the wall portal. Grab the **PURSE TAG (f)** just inside and make your way to the end of the tunnel. Smash the exit doors and enter the next area of the dance party.

DANCE FLOOR LEVEL 3

As soon as you burst through the doors to the third dance area, use PSI Blast to clear the floor of Censors. Chase and strike the **MEMORY VAULT (a)** to obtain **"Milla's Adventure!"** memory.

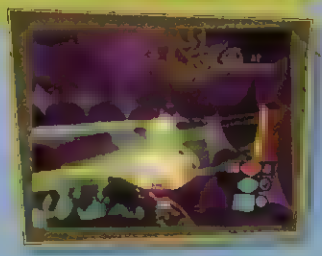


Collect all the Figments from the bowl-shaped floor while rolling around on the Levitation Ball. Increase your speed and zip up the side of one of the walls and latch onto the fence.

Climb the fence to the top and jump backwards onto the floating, large round platform **(2)**. Roll around the entire platform to collect all the Figments.

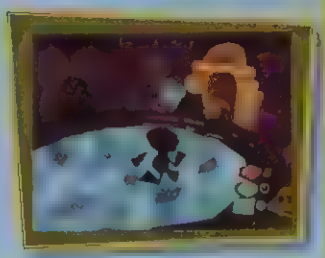
Bounce to the flagpole **(3)** in the center of your platform and collect the star Figments on the way up. You may need to jump out at a few of them in order to collect them. Jump from the top of the flagpole to the flower platform. A ball return appears on the floor level. Use this to return to the flower platform should you ever miss a jump.

Jump to a moving platform from the flower platform and ride it around the room until you reach the clear tube **(4)** that spans the ceiling area. Bounce and PSI Float over the tube and land on your platform as it passes under the tube.



Jump to the next higher platform **(5)** near the exit balcony **(6)**, then bounce into the tambourine platform above. This throws you into a second tambourine (do not PSI Float or you will cause wind resistance and won't reach the next tambourine) then to a platform **(7)** with the **PURSE (b)** on it.

Reunite the purse with its tag, then bounce and PSI Float back to the previous platform (5). Bounce from the platform (5) to the balcony (6), knock down the door and PSI Blast the encroaching Censors. Walk through the funky green lava doorway to enter the race.

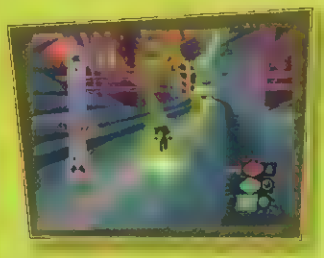


THE RACE

In This Area	
Figments	97
Cobwebs	0
Vaults	0
Emotional Baggage	0
Baggage Tags	0

This party event is a race against other PSI Cadets. Your only goal is to beat Bobby Zilch. Where you place doesn't matter so long as you beat Bobby.

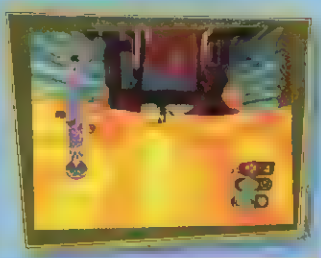
The only items in this race are Figments. In order to get all the Figments, you must race multiple times. The easiest way to repeat the race is to lose. You can walk or bounce back towards the start of the race to get missed Figments, but this is time consuming.

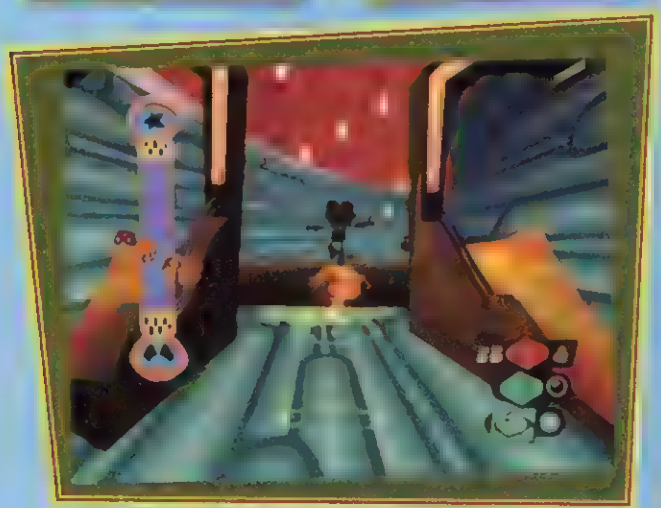


Get on your Levitation Ball and roll up to the starting line **(1)**. The cadets are off on the word "GO!" The first archway contains a clear blue icon that looks like a Figment. It's not. These are speed boosters and they appear under many archways.

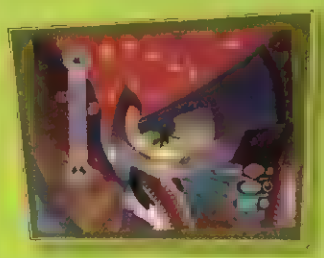
Look ahead to the left past the first archway for an elevated racing tube **(2)**. Ride through it to get the Figments inside—it's a little quicker to go through it because of the speed boosters within.

Just out of the tube is the first field of bumpers **(3)**. Hit these and you bounce around like a pinball. This is not a good idea if you are trying to win. Speed up the next yellow ramp **(4)**; a wall beyond the ramp lowers when you go off the ramp—not if you go around.





Go through the following archway to enter the second race tube **(5)**. As you exit the tube, you hit another speed booster. Steer toward the following left arch to hit a ramp that sends you into the next race tube **(6)**. You must bounce just before the exit in order to reach the next raised racing tube **(7)**. Midway through this small tube you must bounce to reach the last racing tube **(8)**. Using these last few tubes has one good advantage (besides the hidden Figments): it allows you to fly over the bumper hazards **(9)**.

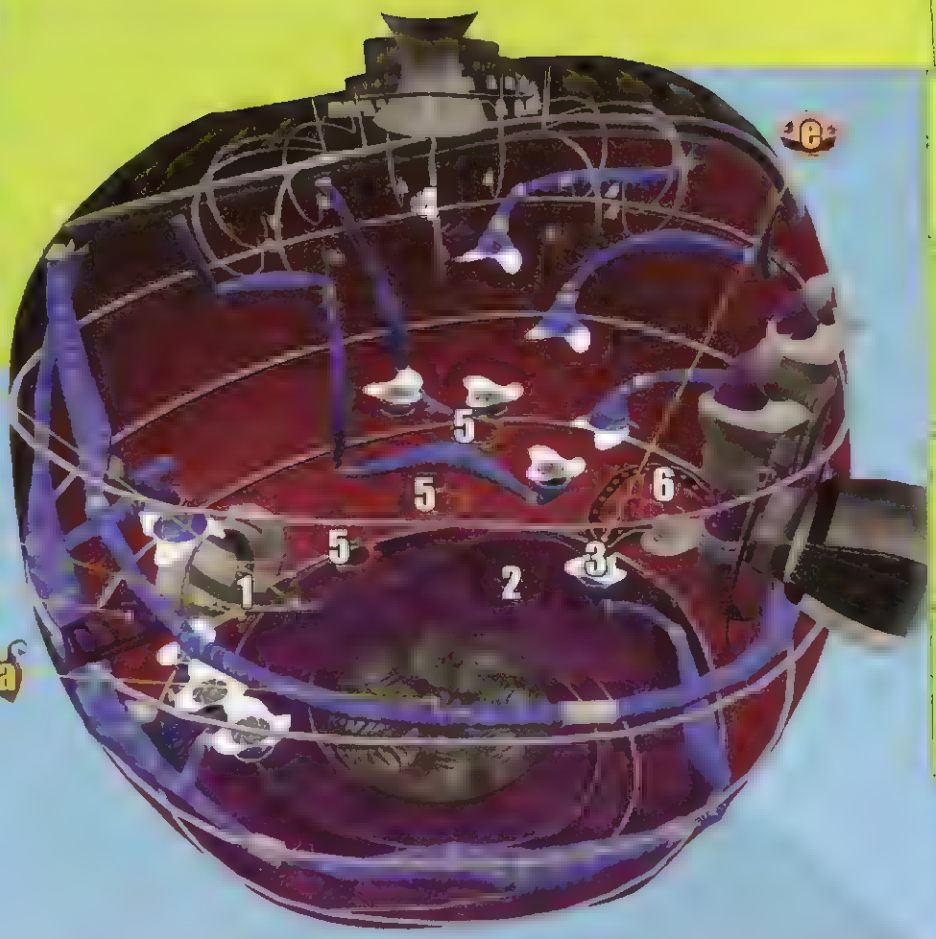


Just beyond the bumper hazards and to the right is a side tunnel **(10)**. This is a great shortcut! Steer into the tunnel to find plenty of hidden Figments and Censors. Just aim for the Figments and don't worry about the Censors; you're moving too fast for them to do any harm.

You emerge from the shortcut tunnel exit **(13)** and into a series of large green tambourines. Bouncing off the large tambourines allows you to avoid the smaller, more annoying ground bumpers and wall hazards **(11 & 12)** below. If you're trying to win the race, take this shortcut.

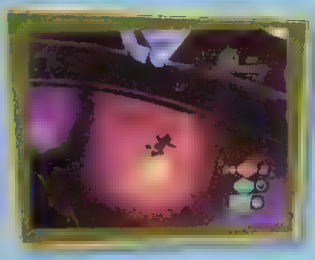
THE PARTY

In This Area	
Figments	57
Cobwebs	2
Vaults	0
Emotional Baggage (Suitcase)	1
Baggage Tags (Suitcase Tag)	1



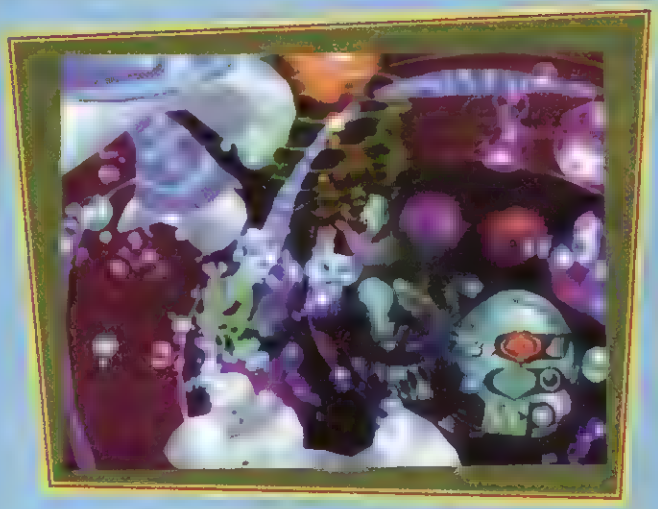
The Fan Room

You've finally made it! You reached Millas dance party, almost. You must get through the upper level doorway. You start on a metal ledge **(1)** near a transportation critter **(d)**. Spend time rolling around in the many different spiral sections of the floor collecting the many Figments.



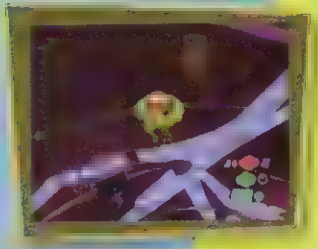
Find a **COBWEB (c)** under the ramp (1) and the **SUITCASE TAG (a)** on the middle of the floor.

Bounce from the lowest purple platform **(2)** up to the closest bubble blower **(3)**. PSI Float above the bubble blower and move towards the next (higher) bubble blower.



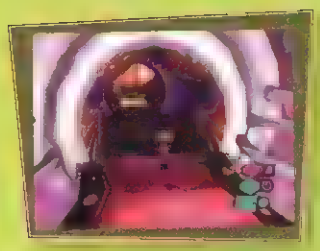
Keep floating above bubble blowers until you reach the fan switch ledge **(4)**. Punch the fan switch to activate the large floor fan. Now you can PSI Float anywhere in the room. It's not limited to the areas above bubble blowers. The fan is that powerful.

There are many moving figments, so keep your eyes peeled. Stand on each bubble-blowing platform and float up as high as they take you. There are many Figments camouflaged by these bubbles.



Float up to the platform on the opposite side of the room from the fan switch. On this platform is a **GOLDEN BALL OF HATE (b)**. This increases the maximum amount of Balls of Hate you can carry at one time.

PSI Float up or down through the three floating rings **(5)** to unlock the door on the exit balcony **(6)**. All three rings must be spinning at the same time to trigger the door.



PSI Float to the exit balcony to reunite the Suitcase Tag with the **SUITCASE (e)** on the edge of this balcony. If you have matched all the baggage, you receive **Milla's Primal Memories**. Head through the open doors and the following tunnel to reach the final party room where you'll find Milla.

THE PARTY ROOM

Jump from your entry ledge **(1)** down to the bowl-shaped floor and head to the right to dust the **COBWEB (a)**. Activate the Levitation Ball and roll over the springboard **(2)** in the middle of the floor. This shoots you into a few more tambourines and finally onto a flower platform close to the main dance floor **(3)** where Milla Vodello is dancing.

To keep from exiting this level, stay off Milla's platform (3). To get all the hidden Figments you must PSI Float from up high and float down onto them and then return to the springboard at the bottom to get shot back to the upper platforms. Bounce from dance balcony to dance balcony; there are many Figments on these.

The hardest to reach Figment is above one of the highest flower platforms **(7)**. To reach this Figment you must access the highest balcony **(4)**, bounce from the top of the doorframe **(5)** and PSI float to the nearest flower platform **(6)**. Now bubble bounce and PSI Float to the Figment platform (7).

When you're ready to receive the **Levitation Merit Badge**, jump onto Milla's floor (3) and approach her. She gives you the Merit Badge and a peck on the cheek.

Lake Oblongata

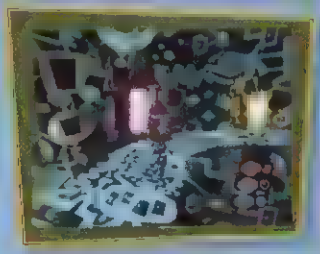
In This Area	
PSI Challenge Markers	1
Scavenger Hunt Items	2
PSI Cards	16

Now that you have Levitation, many hard-to-reach PSI Cards are easily obtainable. Take some time to move around camp collecting PSI Cards. Use the PSI Challenge Marker Reconstructor to Rank up! When you're ready to save Dogen, return to Sasha's Underground Lab.

BRAIN TUMBLER EXPERIMENT: PART III

Sasha's Underground Lab

Talk to Sasha at his Tumbler console. Once in The Collective Unconscious, look for the open doors which indicate the minds entered previously. For now, enter your own doorway, the portal to The Brain Tumbler Experiment.

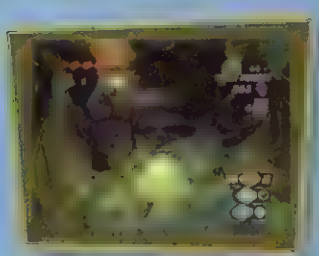


THE WOODS

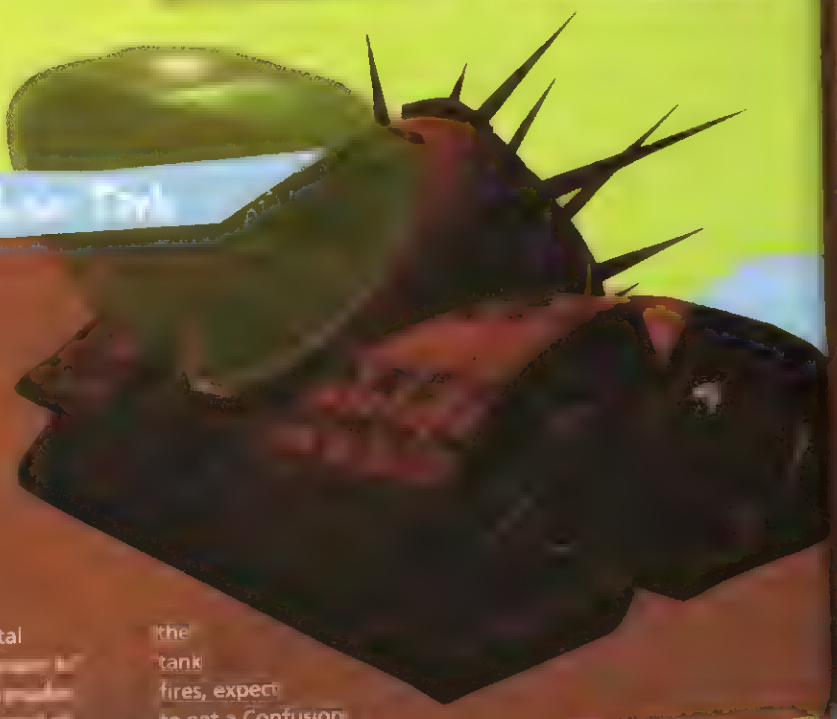
In This Area	
Figments	92
Cobwebs	5
Vaults	2
Emotional Baggage	5
Baggage Tags	5

New Starting Position

You begin in the pathway near the raised bathtub. Now that you have Levitation, strike the rotting meat to make it spew steam and bounce above it. Use PSI Float in the steam and it carries you through a Figment on your way into the bathtub where a second Figment is located.



Now collect whatever items you missed the previous times you were in this nightmare, then climb the thorny tower vine once again **(14)**. When you come to the rotting meat, punch it and ride the steam upward using PSI Float. Float to the tower ledge above.



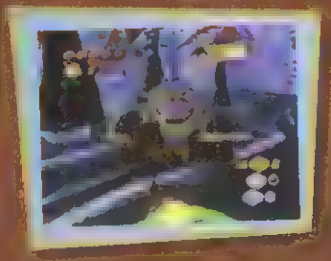
Boss Battle: Blueprint Brain Tank

Battle Preparations

Marksmanship Merit Badge, Invisibility (if you [illegible] few Dream Fluffs in the backpack should things not go your way.

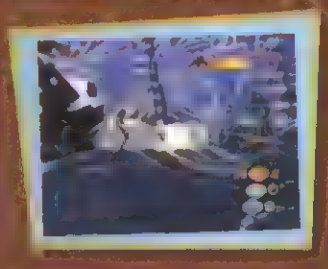
Brain Tank Weapons

The Blueprint Brain Tank is a work in progress, a mental [illegible] even if you are invisible—most of the time. The Brain Tank has [illegible] it rockets from a stopped position and plows through columns of [illegible]



Blueprint Brain Tank Avoidance

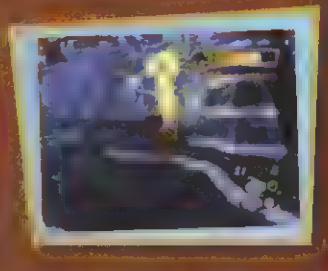
Hide behind the regenerating columns of rock while standing [illegible] question mark over it, then it knows where you are. If it knows where you are, you are not safe behind a rock column for long. The tank smashes right through the column and into you, causing a considerable amount of damage.



[illegible] when a lock is secured. If you don't hide behind a column before the tank fires, expect to eat a Confusion Grenade. If you do slip behind a column just after a target lock, bounce away from the column shortly after the failed confusion attack. The tank knows where you are and commences ramming.

Defeating Blueprint Brain Tank

[illegible] behind column after column more quickly. Work to make the [illegible] yellow dome on its undercarriage.



[illegible] During this time, continuously beat on the underside of the tank with PSI Punches. Using multiple Palm Bombs is not as damaging as using multiple combo punches.

Blueprint Brain Tank: Stage II

The chassis of the tank was destroyed but the brain mount survives. The machine continues to attack using Confusion Grenades but now another weapon is deployed. The brain has a

out from cover when it rises on its rear treads

brain's range of vision, not only do the laser radar beams damage you, but you may also be hit by an incoming Confusion Grenade. Additionally, the brain scoots off to a new position.

To defeat this brain, roll on the Levitation Ball quickly towards

area (which won't be clear for long, as the lasers continuously move around the brain) and combo PSI Punch the brain. You can also Palm Bomb down onto the brain or PSI Blast it on approach just before you land and punch it.

Sasha's Underground Lab

The next objective is to meet Lili down by the lake as you promised before Levitation class. Jump into the log and take the underground transit system to the lake.

Check the Real World Item Locator for Scavenger Hunt Item locations, then rank up using Ford Cruller's lab machines.

Nighttime

The sun has gone down over the psychic summer camp. Bears are more prevalent and you begin to see cougars with Pyrokinesis powers everywhere. If you suddenly get hot (see a thermometer on the screen), run or turn invisible. You get hot before you even spot the cougar. The easiest way to get rid of cougars is to turn invisible and PSI Punch them three times.

LAKE OBLONGATA (MAP: PG 26)

Boathouse and Beach

Run out along the pier past Bobby's guard post **(7)** and enter the gazebo **(6)** on the end of the pier. Inside is a large diving helmet (press action button to activate) similar to the one you saw in your nightmare.

LAIR OF THE LUNGFISH

In This Area	
PSI Challenge Markers	0
Scavenger Hunt Items	0
PSI Cards	0
Brains	0

Area Overview

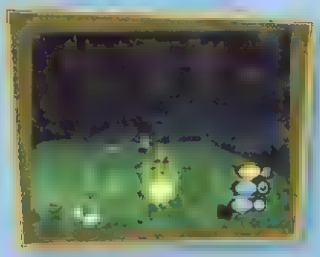
When Raz enters the diving helmet, the helmet drops through the bottom of the pier and continues to drop until it pushes through a large, mucus-lined air bubble on the lake bottom. This is the Lair of the Lungfish. You step out of the helmet **(1)** on a small sea ledge overlooking the sight that is the Lungfish's home.

The semi-dry lakebed is covered with crayfish, clams, and suckerfish. Don't walk over clams or they can close up on you. Stay away from the crayfish as well as they latch onto you with their claws.

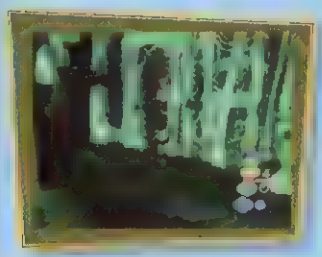
Pack a Dowsing Rod

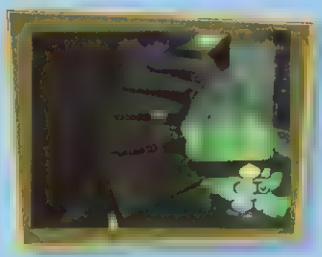
There are deep arrowheads in this area, so bring along the Dowsing Rod and use it to locate them.

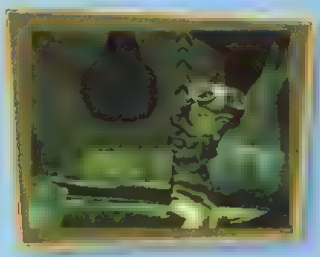
Start at the fresh footprints **(2)** of the Lungfish. Follow the footprints to the bell tower **(4)**. Note that if you try to push through the watery walls **(3)** of the mucus-lined air bubble, the Hand of Galochio grabs you and throws you back in. You can actually see the hands reaching as you approach the watery walls.



Break the glowing coral wall from the front of the tower and bounce up to the top of the winding staircase. Jump onto the rope hanging next to the large bell. This bell summons the Lungfish.

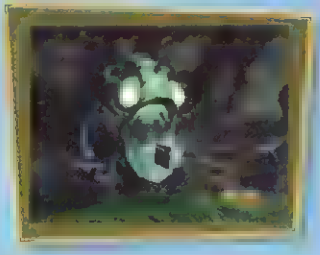






The Hideous Hulking Lungfish of Lake Oblongata Battle

The Lungfish that ate Lili comes lurking when you ring the bell in the tower. It pokes its head through the wall of water (3) but continues to swim in the lake beyond the mucus-lined air bubble. The Lungfish has two moves: it blows and it sucks. When it blows the gale force winds into the bubble, furniture, boxes of nails, diving helmets and other junk fly from its huge mouth onto the lakebed. Dodge the debris to stay alive.

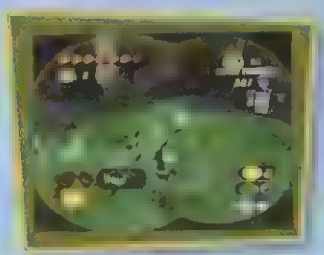


When the Lungfish begins sucking in air, everything that's not tied down begins flying into its mouth. Smash the boxes of nails (there should be plenty of them to choose from littered around the lakebed) while the beast is sucking air.

Nails explode into the air when you strike the boxes and the Lungfish draws these into its throat. This damages the Lungfish. Notice the health meter in the top right corner. After the sucking comes more blowing and so on. Damage the Lungfish three times and the battle completely changes to a run-and-survive challenge.

RUNNING FROM THE LUNGFISH

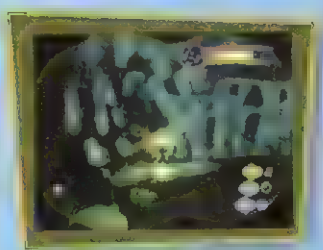
The battle is not over, just delayed. The Lungfish pops its head out of the mucus-lined air bubble **(5)** and begins pushing the bubble along the lakebed. The view switches to a first-person Lungfish's view (you are seeing through the eyes of the Lungfish). The objective is to move with the small air bubble while crossing the rough terrain and overcoming platforms. If you exit the mucus-lined air bubble, you are sent back to the last checkpoint to try again.



The challenge begins with a series of small platform jumps **(6)**. Stay on the Levitation Ball as much as possible. This makes most of the obstacles easy to overcome.

Next up is a plateau **(7)** full of glowing coral walls such as those in the bell tower. Smash through these as you stay to the front of the moving air bubble.

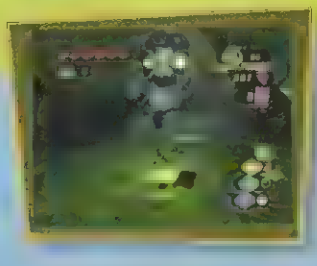
Just ahead is a series of stairs **(8)**. At this point, the Lungfish repositions itself around the mucus-lined air bubble and begins to push it more to the left. Bounce up the staircases to reach the large plateau above where a small, submerged ghost town is located.



The Lungfish stops pushing the bubble when it reaches the dilapidated shacks **(9)**. The air bubble expands and the second stage of the battle begins.

Lungfish Battle: Stage II

The second stage of the Lungfish battle is played using the same tactics used in the first stage. Avoid the blown objects and smash the boxes of nails when the Lungfish is sucking. To move onto the next stage you must damage the Lungfish three times. You can damage the Lungfish more than once during one sucking session.



On the Run Again

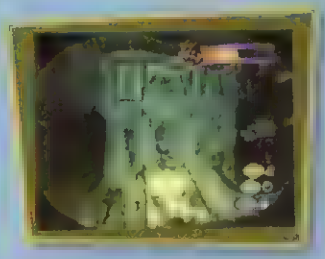
After damaging the Lungfish three more times, it begins pushing the bubble once again. The air bubble moves sharply to the right and around the nearby building that was poking through the bubble during the last battle.

Follow the bubble path around the buildings, through a small alley **(10)** and over a fallen rooftop. Turn sharply to the left around the building just beyond the fallen rooftop and then begin jumping up the step-like terrain behind the next building **(11)**.

Head in a straight line past the buildings, then take a sharp left toward a boardwalk. There are some pitfalls along the wooden boardwalk. There is netting to climb, but if you bounce on the Levitation Ball, you should overcome the terrain effortlessly.

The bubble takes a hard left as stairs **(12)** become visible. Climb the stairs and circle around to the right on the upper level. Following the stairs are a series of platforms you must work your way up. Using Levitation makes this easier.

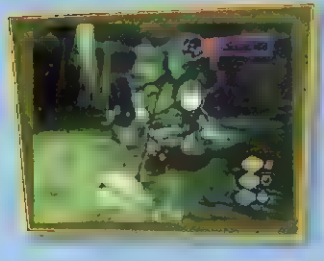
Above the platforms is a large wooden flume with a number of glowing coral walls blocking your path. Smash the walls and continue a little further following the flume until the Lungfish enters the mucus-lined air bubble for the final bout. Find the rail at the end of the wooden flume **(13)** and ride it back down into the ghost town (notice on the map that the paths cross and you are reentering the town where you fought the last time).



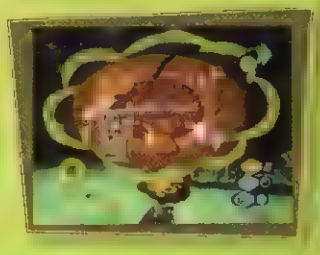
Lungfish Battle: Final Bout

Things are a bit different in this stage now that the Lungfish is inside the bubble. You now must avoid the Lungfish as it waddles towards you on its short little legs. The Lungfish is no longer sucking and blowing; it's now swinging its lure like a horsewhip. Stay clear of this attack.

To defeat the Lungfish, stand next to an open clam so that it's between you and the approaching Lungfish. When the Lungfish attacks, its lure touches the inside of the open clam. The clam quickly snaps its lid down and traps the Lungfish by its lure. Use the short amount of time that the Lungfish is captive to PSI Punch it multiple times. Stop attacking once the Lungfish is free and look for another open clam to stand behind. Repeat this tactic until the Lungfish surrenders.



Ford Cruller appears out of your ear and explains that the Lungfish isn't all that bad. Oleander took this normal-sized Lungfish and mutated it, placed a chip in its head, and made it do his evil bidding.



Select the Psycho-Portal you found in Sasha's lab from your backpack and throw it onto the head of the Lungfish.

LUNGFISHOPOLIS

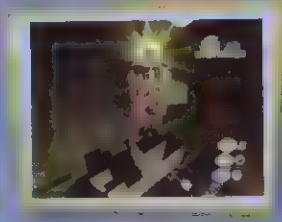
In This Area	
Figments	113
Cobwebs	5
Vaults	2
Emotional Baggage	5
Baggage Tags	5

Goggalor's Rampage

You begin on a street **(1)** in the company of screaming Lungfish in fear for their puny lives. Everything you do is now in slow motion—a nice effect to make you seem super-sized. Your objective is to get to Kochamara Tower and destroy it.

Figments and Power-ups

This city is full of Figments. Some are tricky to spot. Explore all shallow water areas (wade through this water without fear of the curse). Climb every side of every building and swing from every crane for Figments. Power-ups are found inside most of the smashable buildings. Using Palm Bomb is the easiest way to smash multiple buildings at once.



Approach the prison building **(2)** after climbing the first tower for the **ASTRAL PROJECTION LAYER** power-up **(a)**, wading in the shallow lake for the Figment, and smashing all the buildings for power-ups. After completely annihilating an innocent with your deafening voice, another member of the resistance opens communications.

In order to get to the broadcast tower, you must get through the wall of lasers, but you can't get through there without the resistance's help. He asks you to smash the prison (2) to free the members of the resistance. Smash the prison to pieces and the freed dissidents give you the **SHIELD MERIT BADGE (b)**.

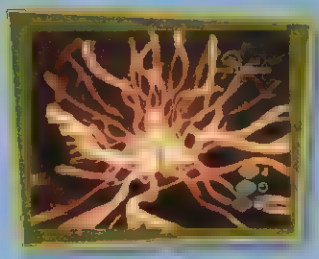
Psychic Shield protects you from damage and reflects some enemy attacks. The shield runs on psychic energy (like Invisibility) so you can't stay shielded forever. Assign Shield to one of the hot buttons. The current objective is to meet up with the resistance at the dam. In order to do that you must pass through the laser tunnel **(4)**.

A news flash appears when you enter the next section of town **(3)** and you learn that the navy is dispatching an armored tank division. Use PSI Blast to zap the tanks, Pyrokinesis to burn the tanks, PSI Punch to pummel them, Palm Bomb to bury them, or pick them up and throw them with the action button. Use your new Shield to protect you from their projectiles.

No Levitation

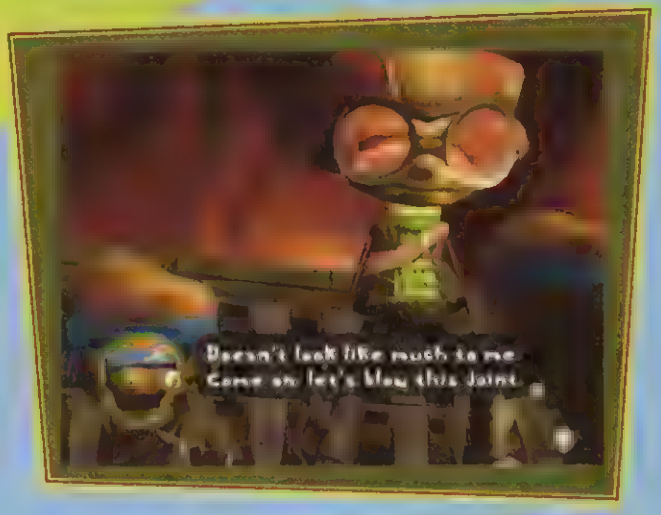
If you haven't noticed yet, you can't use Levitation in Lungfishopolis. Goggalor is too heavy, so he pops the Levitation Ball under his enormous bulk.

Destroy all the tanks in the area and approach the laser tunnel. As soon as you step into the tunnel, activate the Shield. The tunnel fills with laser lights and all of them are reflected off your Shield and back into the walls of the tunnel, completely destroying the defense system.



Be prepared for a major tank battle as you enter the compound beyond the laser tunnel. Use your Shield to block the initial bombardment of rockets, then Palm Bomb over groups of tanks to take multiples out at a time. If you have Invisibility, use it to sneak up on the tanks as you enter the compound.

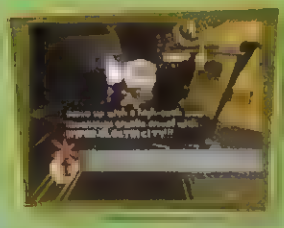
In the compound is a large blimp, a **COBWEB (g)** in the right corner, a **PURSE (f)** in the back right corner, a **DUFFLE BAG TAG (d)** in the left corner and a **MEMORY VAULT** called **"Lungfishopolis Under Siege!" (e)** in the back left corner. There are many Figments to collect and buildings to smash. Smash the back left prison building **(5)** to free the resistance blimp pilot. He enters the blimp and flies it ahead to the dam where you are to meet the rest of the resistance.

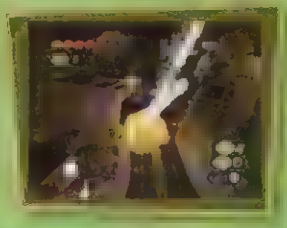


Exit the compound through the laser tunnel (4). Head back past the tunnel and continue destroying everything in the unexplored streets ahead.

Hyper-Electricity Trucks

As you proceed past the laser tunnel, another newsflash occurs. This time the navy is deploying trucks (6) with Hyper-Electricity. To protect yourself against their damaging attack, and to defeat them all in one move, use your Shield. The electricity is reflected and eventually moves downward and back to the truck shooting the attack.





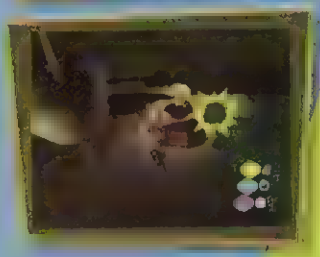
Dust the **COBWEB (h)** behind the building near a highway tunnel. Climb the same building that hides the Cobweb to find a **PURSE TAG (i)** on the rooftop. Return to the prison compound to reunite the purse tag with the **PURSE** (f). Return to the streets and head towards the dam.

High Figments

If you're trying to get all the Figments jump to and swing from the crane arms **(7)**. *Use the nearby buildings to reach the crane arms. Swing from the arms to reach the floating Figments.*

RENDEZVOUS AT THE DAM

Destroy the tanks and buildings and collect Figments on your way to the dam. When in range of the Anti-Monster Turret **(8)** activate your Shield to deflect the missiles. Creep forward and activate the Shield before the next missile hits. Continue this tactic until you are within punching range of the turret. It only takes one punch to destroy it.



The meeting with the resistance goes as planned. Their plan for winning the hearts and minds of the people of Lungfishopolis back from Kochamara control is weak.

Use Blimp to Get Over Dam

Jump up onto the dam facility to the left of the blimp and double jump onto the top of the blimp. The blimp springs you into the air allowing you to latch onto the crane arm **(9)** above the dam **(10)**. Shimmy down the crane arm until you are over the dam and drop.

Find the **HATBOX TAG (j)** on the left side of the dam and reunite it with the **HATBOX (k)** on the other end of the dam. Find the **ASTRAL PROJECTION LAYER (l)** on the round building and the **COBWEB (m)** behind that.

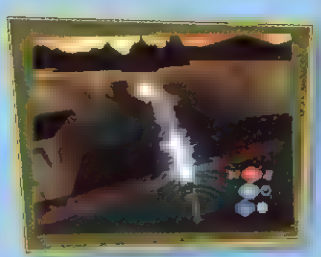
Water Hazard

The water on this side of the dam is much deeper. You cannot travel through the water from here to Kochamara Island or the Hand of Galochio grabs you and throws you to dry land.

REACH SKYSCRAPER ISLAND

Stomp through the next town and use Invisibility when the tanks' and freighters' firepower becomes overwhelming. Use PSI Blast on the ship guns **(11)** and use buildings for cover from the tank blasts. There's another encounter with a Hyper-Electricity truck in-town. Use the Shield to reflect the attack back. Find the **GOLDEN BALL OF HATE (n)** on top of the building shown on the map and the **STEAMER TUNK TAG (o)** by turning right at the road fork.

Jump onto the freighter **(13)** to get within range of the further freighter **(14)** that's equipped with a gun turret. Use Invisibility to avoid rockets and PSI Blast to sink the ship **(14)**.



Continue through town, climbing buildings for Figments and smashing tanks. Try jumping from building top to building top to cover more ground more quickly and to get a bird's eye view of the area around you. Find the **COBWEB (p)** behind the building shown on the map.

Jump on the monorail **(15)** and slide into the large tunnel **(16)**. Find the **SUITCASE TAG (u)** above the rail near the exit. At the end of the tunnel is Skyscraper Island **(18)**, completing the current objective.

Destroy all Planes so the Freighters can Dock

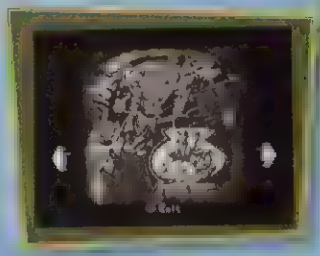
The newscaster says the navy has deployed attack planes. You must now destroy 8 bi-planes so that the resistance's freighters can dock. Once the freighters dock, they can be used as platforms to cross Kochamara Channel to reach the Kochamara tower on Kochamara Island **(20)**.

As you exit the tunnel find the **GOLDEN HELMET (v)** on top of the first skyscraper. If you have Chain Blast (Rank 40) taking down the planes becomes a simple task. Since PSI Blast ricochets off one plane and destroys two others, you need to shoot three planes to complete the objective. To reach the planes, climb any of the larger skyscrapers. Use Invisibility as you near the top of the tower to avoid being knocked to the ground by rockets. Once on top, target the nearest plane and fire PSI Blast. Continue targeting and shooting until all 8 planes are destroyed.

Proceed to Tower Island to Destroy the Radio Tower

Before you leap across the channel to Kochamara Island, there are some items to find and baggage to match. The **SUITCASE (w)** is on the tall skyscraper at the end of the road on Skyscraper Island. Jump across the freighter between Skyscraper Island and the next small island **(17)**. This island is full of tanks and contains two Hyper-Electricity trucks. Use Palm Bomb to take out the tanks and the Shield to destroy the trucks.

Find and punch the **MEMORY VAULT (s)** located in the street before the bridge. The photo reel, **"Lungfish and Loboto"** shows Dr. Loboto's and Oleander's combined involvement in mutating the giant Lungfish—whose mind you currently occupy.

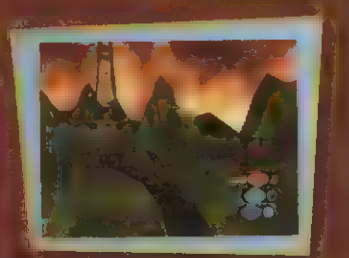


Match the **STEAMER TRUNK (t)** found on the building top with the tag (o) found earlier. Use the Cobweb Duster on the **COBWEB (r)**. Don't forget to rail slide on the bridge cables to the first column to obtain the **ASTRAL PROJECTION LAYER (q)**.

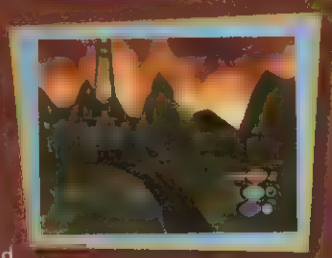
Return to the shoreline of Skyscraper Island near the docked freighters **(19)**. Jump from one freighter to the next and then jump from the last one to Kochamara Island **(20)**.

KOCHAMARA

Follow the road from the shoreline (1) of Kochamara Island to the small town (2) below the radio tower (3). When you pass through the city gates, Kochamara himself arrives to see if he can do what the navy could not: destroy Goggalor.



The pieces are beginning to fit together. Kochamara is Coach Oleander's fantasy mental image. He is trying to protect the broadcast tower, which is his and Dr. Loboto's brain implant controlling the Hideous Hulking Lungfish's mind. Defeating Kochamara and destroying the tower will free the Lungfish from their control.



BATTLE PREPARATIONS

[redacted]

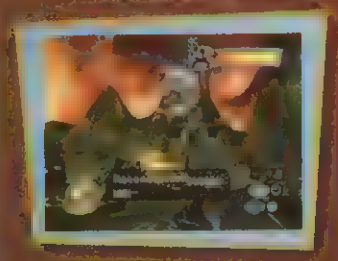
Kochamara begins the battle by flying around the city performing a handful of attacks, which he is very proud of and verbally warns you of them before he initiates them. You cannot damage Kochamara when his shield is up. The only time his shield is down is during his Deadly Triangle Beam aerial attack and his Hard to Avoid Area Attack (ground attack).

Mighty Ram

Mighty Ram is Kochamara's aerial attack where he swoops down on his victim and tries to cause damage by collision. To avoid this attack, deploy your Shield or jump out of the way at the last second.

Deadly Triangle Beam

your shield to block the Triangle Beam, which follows this verbal warning. The Triangle Beam is reflected off your shield and back at the unguarded Kochamara.



After damaging him a few times, he sucks up all your Mean Little

Smashing the buildings in the town yields many Mental Health power-ups and arrowheads, but no Mean Little Balls of Hate.

Hard to Avoid Area Attack

When Kochamara says, "Haaaarrrrrrd tooooo aaaaavooold..." run up as close to Kochamara as you can and activate the Shield

the air again.

people of Lungfishopolis just before he faints.

Mighty Ram Ground Version

This is the same move that was performed in the air, only now Kochamara is on the ground. Use Shield or dodge the attack just after he says, "Mighty Ram."

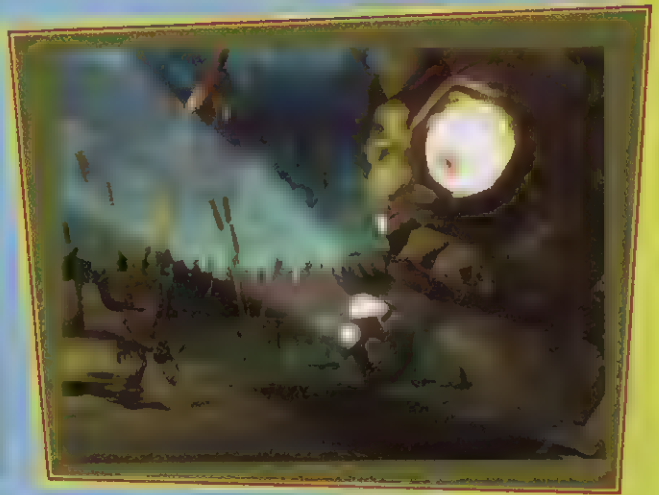
Overly Intricate Combination

The overly intricate combination is easy to avoid since it's so "overly intricate." You see this one coming a mile away. Just stay away from the flailing arms and legs.

Climb the Tower to Destroy the Antenna

Run up to the tower entrance (3) and climb the tower. When you reach the top, Kochamara comes to and tries to knock you off your perch. You duck and he hits the broadcasting antenna. He just completed the objective for you; the antenna is demolished. Just before Kochamara fades away he says the battle is not over, he's got the brain of a little girl in his lab—Lili!

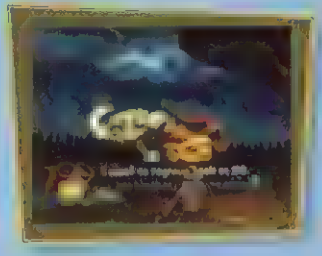
Now, standing next to the Hideous Hulking Lungfish, the creature thanks you and sends you to where he sent Lili—in its mouth! In the next scene the Lungfish removes you from its mouth and plops you on the shore of a remote island. It turns out the Lungfish is actually a female (Linda is her name) and she'll take you across the lake whenever you summon her with the Lungfish call.



ASYLUM GROUNDS

In This Area	
PSI Challenge Markers	1
Scavenger Hunt Items	1
PSI Cards	4
Brains	3

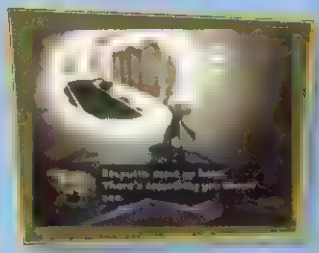
Linda (the Hulking Lungfish) drops you on the shore **(1)** of the Asylum Grounds. She has placed the **LUNGFISH CALL (a)** in your backpack. Use this when standing on the shore of Lake Oblongata to summon Linda. She transports you between the Boathouse & Beach area and the Asylum Grounds. An alternate way of travel is to summon Cruller with the Bacon, then choose to return to HQ. Actually, you should do this now.



FORD'S SANCTUARY

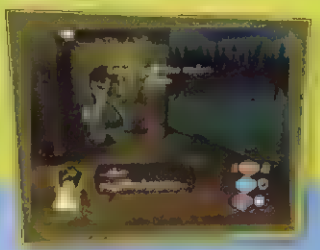
(MAP: PG 22)

When you arrive at Ford's Sanctuary, Cruller asks you to join him in the Observation Room. If you have any PSI Cards and Cores to reconstruct, or Cobwebs to loom, head down to the lower floor and do so now. Afterward, use Levitate to enter the hallway **(3)** and meet Cruller in the Observation Room **(4)**.

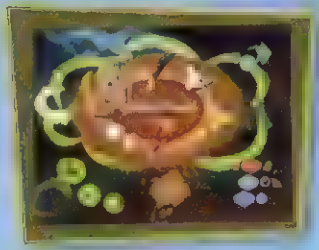


He asks you to be his field agent. Unless you need to shop (for the Cobweb Duster) or search for items, choose "Yes" when Cruller asks if you would like to be his field agent.

to be a security guard from the abandoned asylum. He's trying to get into the locked gates but seems to be having trouble.



Your objective is to get through the asylum gates, but that's impossible to do at this point. If you listen to Boyd long enough, he mentions that the Milkman can help him through the gates. Use the Pyscho-Portal on Boyd to enter his mind.



Cobweb Duster Needed

You must now earn the Rank (20) and collect the arrowheads (800) that have been keeping you from purchasing the Cobweb Duster until now. You cannot complete the Milkman Conspiracy without it. Go to the Camp Store and purchase it and return to Cruller.

Jump up onto the cliff ledge and obtain **LILI'S BRACELET (b)**. Lili's trail just got warmer. Jump onto the branch and swing to the next edge to the **PSI Card (c)**. Climb the ladder on the same ledge to the top of the cliff. Here you will find Boyd Cooper **(2)**. He appears

THE MILKMAN CONSPIRACY

In This Area	
Figments	165
Cobwebs	4
Vaults	2
Emotional Baggage	4
Emotional Tags	5

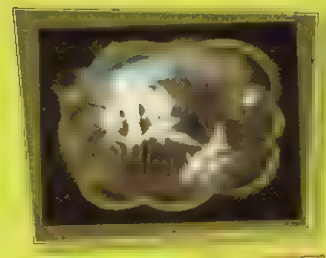
Boyd's (not) Home

Boyd's home is a shrine to the Milkman. Collect the 9 Figments in the room, then open the refrigerator. Inside is the **CLAIRVOYANCE MERIT BADGE (a)**.

Clairvoyance

Clairvoyance allows you to see through the eyes of other characters and critters; try it on everything you can imagine. It's a hoot to stand in front of your subject to see how they see you! You can also see distant visions by using Clairvoyance on objects that bear the Clairvoyance eye icon. This is only seen when looking at the item in the backpack.

Use Clairvoyance on Boyd to see the room as he sees it. Look at the many photos and drawings to see signs that the Milkman is presumed dead. Boyd says the media believes he burned in a department store fire.

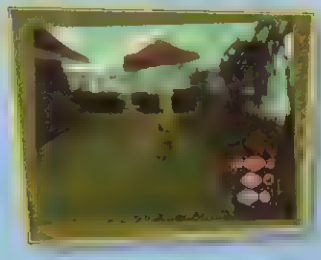


He wants you to go to the graveyard and see what you can dig up. The truth to this conspiracy lies with the Milkman. Exit Boyd's house (1) through the door that has just appeared.

Search the Milkman's Grave

WELCOME WAGON

Boyd's imaginary neighborhood is as twisted as you would assume by just looking at the nutty guy. There's nothing harmful in the area so leave Levitation and Clairvoyance set to the hot buttons.

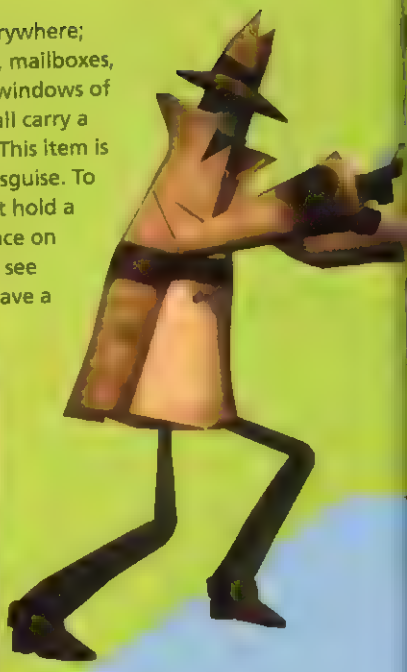


HOME INVASION

Practically every house in the neighborhood either contains Figments or is surrounded by them. Use Levitation to jump onto and over houses. Enter each house through the front door and collect the Figments, power-ups and special items inside. Open or punch every fridge to uncover arrowheads, Mental Health and Mean Little Balls of Hate. Smash everything that's breakable. Explore every house inside and out.

SECRET AGENTS

There are secret agents everywhere; they're in the garbage cans, mailboxes, yard flamingos, and in the windows of every house. These G-men all carry a specific item in their hand. This item is their feeble attempt at a disguise. To get by the G-men, you must hold a similar item in hand. Use Clairvoyance on these guys to see how they see you before and after you have a similar item in hand.



INTERROGATION

If you stand in a restricted area for more than a few seconds, you're tossed into an interrogation room and drilled for information. You are then thrown back to the last checkpoint to attempt to get past the G-men again.

THINGS THAT DON'T FOOL THE G-MEN

You cannot burn the G-men with Pyrokinesis; they use liquid countermeasures to extinguish the flames. You cannot Levitate through the restricted zones and you cannot use Invisibility. You're instantly busted if you use Telekinesis to pick up G-men when in a yellow zone—even if you have the right item in hand.

Spy Cars

Many of the homes in the neighborhood have the same type of car. The black sedans have large spy radars and secret things hidden in their trunks. Palm Bomb on top of the trunks to pop them open and reveal their secrets.

ROAD CREW

Head to the second house on the left and take the **STOP SIGN (b)** from the open trunk of the spy car **(2)**. Head across the street with the Stop Sign in hand and approach the G-man road worker. He becomes animated when you mention the Milkman. Pass through the restricted zone, keeping the Stop Sign in hand. Use Levitation or double jumps to cross the broken slabs of street **(4)** to reach the next section of the neighborhood.

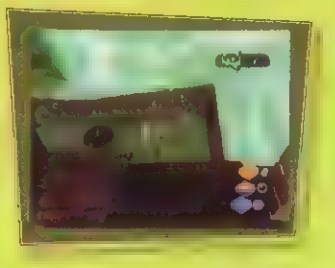
Cobweb Sealed House

Dust the **COBWEB (c)** *from the front door of the house near the G-men road workers. Inside the house are power-ups inside the fridge and a Figment in the living room.*

TELEPHONE REPAIR & HEDGE TRIMMERS

On the second street are Figments inside and all around the house on the left **(5)** and a **PURSE TAG (j)** on the rooftop. The G-man standing next to the telephone pole **(6)** is a telephone repairman. He's fixing the telephone lines. He's also keeping you from climbing the pole and sliding on the lines to the park **(8)**. You must return when you have the Phone.

The house **(7)** on the end of the cul-de-sac is loaded with goodies. Look for the **SUITCASE TAG (f)** in the backyard. After finding the Hedge Trimmers, select them and pass yourself off as a "hedge trimmer" to the two G-men in the yard.



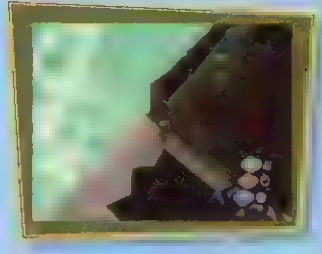
If you can see the telephone G-man through the hedge-trimming G-men's eyes, you'll see that his disguise is actually working on them. Funny stuff. Enter the house (7) and reunite the **PURSE (g)** with the Purse Tag found earlier. This is on the small table by the door. At this time you cannot access the living room. There are G-men with rolling pins keeping you out of the restricted area inside, keeping you from a **Golden Ball of Hate (e)**. You must return later when you have the Rolling Pin.

Walk to the end of the cul-de-sac **(9)** and Levitate to the next street **(10)**.

SEWER WORKERS

After jumping cul-de-sacs (9 & 10) collect all the figments from around and inside the house to the left **(11)**. Walk down the street and talk to the Rainbow Squirt **(12)**. She's of no help at all. She even thinks you're pretty creepy. Use Clairvoyance on her to see just how creepy you are to her.

Find the **STEAMER TRUNK TAG (k)** in the backyard of the next house **(13)**. Pick up the **HEDGE TRIMMERS (d)** in the trunk of the black sedan—punch the trunk to open it. There are also Figments inside this house.



Walk around the restricted area **(14)** in the middle of the street. These are sewer workers. You must have a plunger to be a sewer worker. Get around the restricted area using the sidewalks on either side. Using Clairvoyance on G-men when not holding the item they are looking for, and you appear as a man of mystery.

There's a **COBWEB (l)** blocking the garage of the house on the left **(15)**. Inside the garage is the **HATBOX (m)**, but you don't have the Hatbox Tag yet. Run across the street to the graveyard **(16)**.

THE GRAVEYARD

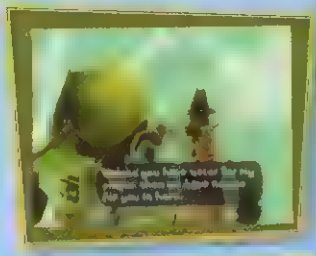
The Milkman is supposedly buried in this graveyard (16). You can't get by the "grieving widows" until you have some flowers. Walk around the graveyard to find the **ASTRAL PROJECTION LAYER (n)** on the outer corner. Smack the **MEMORY VAULT (o)** to uncover the **"Boyd: Fired Again!"** memory.

There's a **DUFFLE BAG (p)** behind the graveyard but you don't have the tag yet.

Jump from the cul-de-sac curb **(17)** near the graveyard to the cul-de-sac on the adjacent street **(18)**.

POST OFFICE & NEIGHBORHOOD MAZE

After jumping from the graveyard neighborhood (17) to the next neighborhood (18), walk up to the first house on the right **(26)**. There are G-men watering plants. Continue up the street and turn right into the hedge maze **(19)**.



Once in the hedge maze, open the gate **(20)** to find the crow on the rocks at the dead-end and locate the lone Figment behind the maze. Shoot the crow with PSI Blast and it flies away, leaving behind a **FEATHER (s)**. Pick up the Feather, leave it in your hand and use Clairvoyance on it. You suddenly have a bird's eye view of the hedge maze. Keeping this view, walk through the previous gate (20).

Notice the door **(21)** in the middle of the maze closed when you walk through the gate (20). Instead of walking through the open gate, jump over the fence connected to the gate. The middle door stays open. Next, run through the middle doorway to find the **FLOWER (r)** in the back of the maze. You can return to the graveyard (16) now, but don't do it just yet. Since you end up at Boyd's after the graveyard job, you should continue through the new street to get some missing items. These items are needed to get by the G-men you'll pass on the way back from Boyd's.

ITEM HUNT

Leave the hedge maze and turn right down the street. Enter the second house on the left **(22)** and find a Figment in the kitchen and the **DUFFLE BAG TAG (t)** in the living room.

Inside the next house on the right **(23)** is a Figment, but you must remove the **COBWEB (u)** from the front doorway before you can enter. There's a Figment inside the last house **(24)** on the street, and there are plenty of Figments around and above it.

Head to the post office **(25)** at the end of the street. There's a black sedan next to a teleportation critter. Punch the trunk on the car to find the **WATERING CAN (v)**.

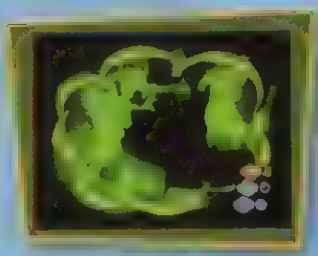
Levitate to the top of the post office and find the **ASTRAL PROJECTION LAYER (z)** behind the rooftop wall. Stand in front of the keypad (25) at the front door and activate it. Enter any number you wish, then press the enter key. Stand in the parking lot away from the restricted zone that appears as a G-man exits the post office.

Use Clairvoyance on the G-man as he enters his pass code to get back inside the building. Remember the random code you see on the keypad, then enter that number on the keypad when the G-man returns inside. Enter the post office after unlocking the door.

INSIDE THE POST OFFICE

Grab the figments and reunite the **SUITCASE (y)** with the tag found previously. Dust the **COBWEB (x)** from the doorway and enter the darkened back room.

Use Clairvoyance on the security cameras to help you navigate. Use the glowing footprints to help guide you through the storage room. Walk all the way to the back of the room to find the **PLUNGER (w)** next to the toilet. Go back the way you came and climb the stairs to return to the main floor. When you exit the post office, a nightmare creature grabs you and pulls you under the parking lot.



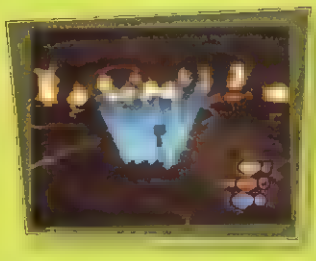
NIGHTMARE DEMON BATTLE

Punching the Nightmare Demon damages it, but it also pulls you under the ground and causes you harm. Not a good tactic.

The best thing to do is to keep circling and PSI Blasting it from a distance. Dodge the grabbing arms that rise from the ground. If you use Invisibility, these arms don't appear.

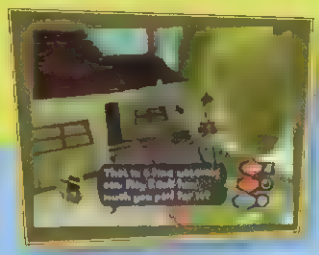
Keep PSI Blasting until you deplete all of its health. At this point, it spits out little bombs onto the floor. Use Telekinesis to pick one up and throw it into the gaping hole in the demon's neck.

The bomb explodes inside and the Demon turns to stone. Punch the stone to shatter it into a million pieces, leaving behind many power-ups including an **Astral Projection Layer**. Walk into the blue lights radiating from the floor to return to the neighborhood.



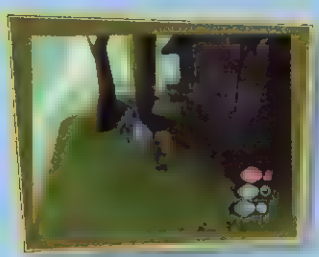
WATERING CAN HOUSE

Before you return to the graveyard, use the Watering Can to enter the restricted zone around the house (26) with the watering G-men. A Figment is inside the house (get this first). With the Watering Can in hand, enter the house and pick up the **ROLLING PIN (aa)**. Picking it up makes you put away the Watering Can. This causes you to wind up in the slammer, ultimately sending you back to the post office. Now return to the graveyard (16).

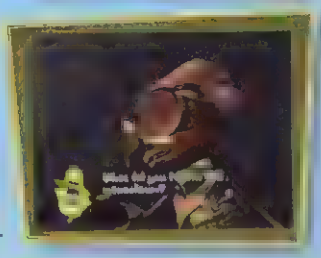


THE MILKMAN GRAVEYARD
(MAP: PG 71)

Match the **DUFFLE BAG (p)** behind the graveyard with the tag found earlier. Equip the Flowers as you enter the restricted area inside the graveyard (16). Collect the Figments around the graves. Don't put the flowers down or your "sisters in pain" throw you in the slammer.



Use Pyrokinesis on the large briars blocking the entrance to the mausoleum (27). Enter the mausoleum and collect the book in the back. As soon as you grab the book, the G-men grab you and throw you in the slammer. You reappear back inside Boyd's home (1).



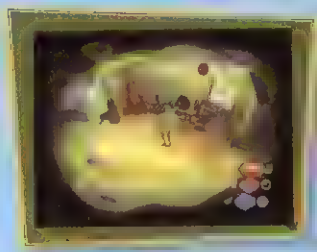
BOYD'S HOUSE
(MAP: PG 67)

Take the Sewers to the Book Depository

Boyd praises you for finding the book in the mausoleum. There was no *body* there! Where's the Milkman? Boyd says the book blows the whole thing wide open. He says he understands now. You must go to the Book Depository through the sewers. He gives you the **RIFLE (ab)**. It's a prop to get you by the assassins. Next, he kicks you out of his house.

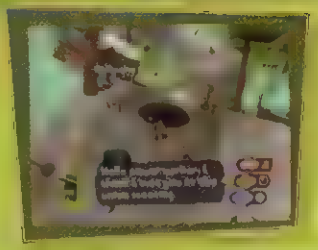
HEDGE TRIMMERS HOUSE
(MAP: PG 69)

Return to the house with the hedge-trimming G-men (7). Hold the Hedge Trimmers and enter the home. Select the Rolling Pin and enter the restricted area to collect the many Figments and the **GOLDEN BALL OF HATE** (e).



TO THE SEWERS

Return to the G-men working on the sewer (14) and equip the Plunger. Walk through the restricted zone and drop into the sewer to enter the Book Depository area.



BOOK DEPOSITORY

In This Area	
Figments	48
Cobwebs	1
Vaults	0
Emotional Baggage	1

Get Inside the Book Depository

Use the sewer to reach the Book Depository area **(1)** near the edge of the parking lot's restricted area **(2)**. Do not enter the restricted area without the Shield assigned to a hot button and the Rifle in hand.

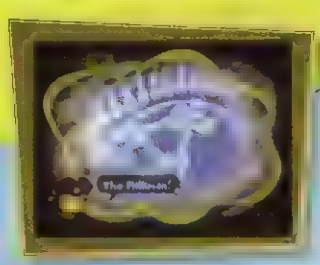
Select the Rifle and enter the parking lot restricted area. The sniper in the Book Depository window **(3)** is watching. Bring up your Shield when the sniper's laser sight is fixed on you. If the sniper shoots you when the Shield is down, you instantly lose one life.

Run to the front door of the Book Depository. Head around the back of the building to reunite the **STEAMER TRUNK (ag)** with the tag found earlier. Now remove the **COBWEB (ad)** from the front door and enter.

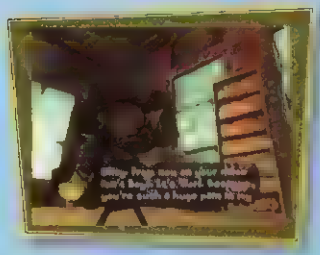
Collect the Figments and smash everything breakable for arrowheads. Run upstairs. You discover that the sniper is actually a Rainbow Squirt.

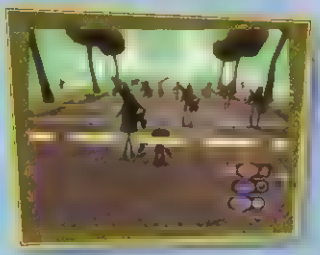
Get Better View of Entire Neighborhood

Pick up the **HELICOPTER HELMET (af)** from the middle of the second floor and use Clairvoyance on it to get a bird's eye view from the passing helicopter. The Milkman is spotted lying in a glass tomb surrounded by milk bottles. This secret chamber is under a house on a distant island.



Pick up the **PHONE (ae)** near the window. It's Boyd on the other end. He warns you to stay away from the lady tossing her cookies. Exit the Book Depository and select the Rifle. Head back through the parking lot toward the sewer (1). You must now decide if you want to collect all the missing items in the previous neighborhood or if you would like to continue to the end of the level.





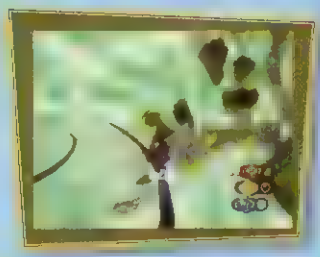
Nightmare Demon Battle

After obtaining the Phone a Nightmare Demon—similar to the one near the post office—pulls you underground again when you return to the sewer area (1). Defeat this Nightmare using the same tactics used before.

CLEANING UP (MAP: PG 69)

Now that you have the Phone you can get by the first phone repairman/G-man (6). With the Phone in hand, enter the restricted area around the telephone pole. Climb the pole and ride one of the two phone lines to the park (8).

Find the **GOLDEN HELMET (h)** on one end of the park and punch the **MEMORY VAULT (i)** bouncing near the sandbox. The memory **"Boyd: Hired Again"** shows Oleander hypnotizing Boyd with milk and cookies and a guard's uniform. Find the **HATBOX TAG (ac)** in the sandbox. Climb the telephone pole and ride the phone line that you didn't ride before to collect all the Figments on the way back to the neighborhood.



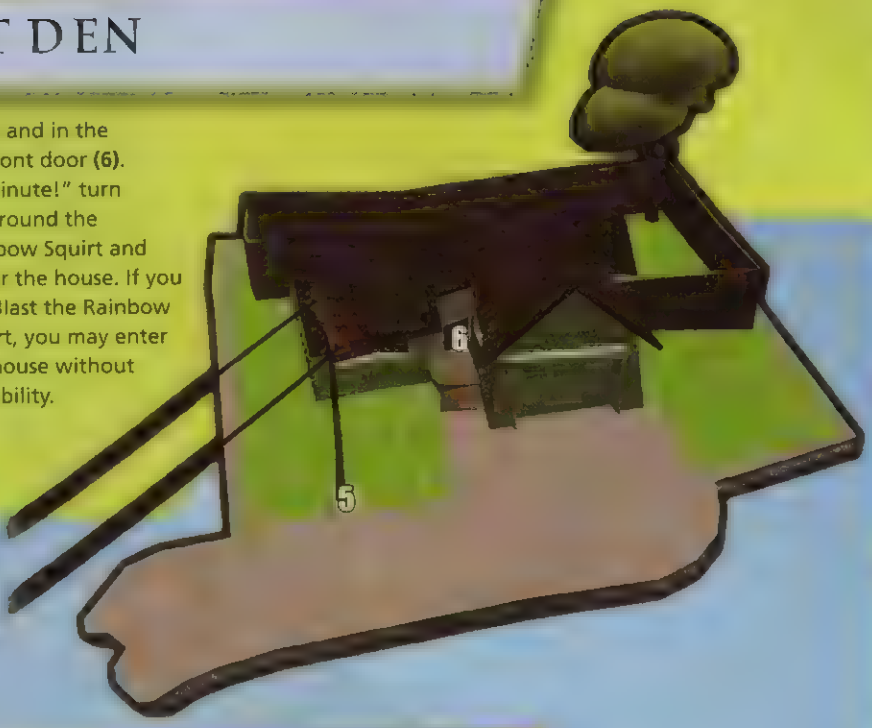
Before reentering the sewer (14) head to the next house on the left (15) and reunite the **HATBOX (m)** with the Hatbox Tag. Return to the sewer (14) and the Book Depository area.

BOOK DEPOSITORY (MAP: PG 76)

Use the Phone to enter the restricted telephone pole area (4) and climb the pole. Ride one line all the way to the Rainbow Squirt telephone pole (5), then ride another line on the way back (before entering the house) to get all the Figments. While riding the lengthy lines, you must jump over the telephone poles along the way or you will be electrocuted.

RAINBOW SQUIRT DEN

Collect all the Figments from around the house and in the backyard. Select Invisibility and knock on the front door **(6)**. When you hear a Rainbow Squirt say, "Just a minute!" turn Invisible and wait for the door to open. Walk around the Rainbow Squirt and enter the house. If you PSI Blast the Rainbow Squirt, you may enter the house without Invisibility.



DEN MOTHER BATTLE

Once inside, the Den Mother has the Rainbow Squirts recite their pledge of purpose. It goes swimmingly until they start chanting about protecting the Milkman and his purpose. G-men and Censors surround the house and the girls go ballistic. The Den Mother escapes through an escape hatch in the wall. The battle for truth begins!

The Milkman **(1)** is discovered in a glass tomb in the secret chamber. He's in some kind of hibernation. The Rainbow Squirt Den Mother says she must kill you now that you've seen their secret.

Rainbow Squirt Den Mother

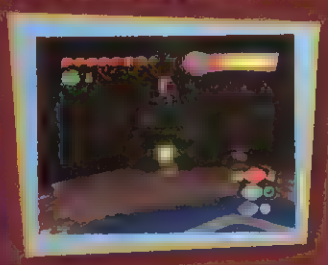
BATTLE PREPARATION

For the first stage of the battle, assign Shield, Invisibility and PSI Blast to hot buttons. For the second stage, switch out Invisibility for Clairvoyance.

DEN MOTHER'S CRAFTS

Exploding Cookie Boxes

The Den Mother has two cookie boxes and they have limitless cookie objects. The first objects thrown are the explosive Rainbow Squirt cookie boxes. The Den Mother typically throws the boxes in fast, and they rarely fall beyond the bottom of the stairs (1). She stands motionless during the battle. If you're in the right place, the boxes are thrown, then use the Shield to block, or dodge the boxes as they're thrown. The boxes explode on the ground and disappear. Walking near them causes them to explode, so keep your distance or use PSI Blast to destroy the boxes. When you do this they produce **Mean Little Balls of Hate.**

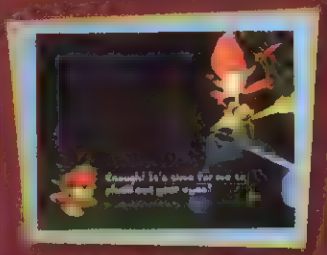


GOD'S EYE

The Den Mother's second attack involves the throwing of a powerful Rainbow Squirt craft activity: the God's Eye. The Den Mother usually throws one of these hypnotic projectiles after each volley of cookie box toss. If you attack the shield just after a cookie box attack, a God's Eye is the following attack.

FOILING THE DEN MOTHER: STAGE I

The Den Mother jumps from staircase to staircase **(2)** tossing her cookies and throwing her God's Eyes. Use invisibility to run up the stairs while avoiding dropped cookie boxes. Target select and PSI Blast the Den Mother before she throws a God's Eye. You can only get in one PSI Blast, so prepare yourself!



DEFEATING THE DEN MOTHER: STAGE II

After you've taken a beating, the Den Mother decides to hit the lights. Keep Invisibility for Clairvoyance. Look around in the darkness for a mysterious object — the **GOD'S EYE (3)**. With the God's Eye in hand, use Clairvoyance to see from the Den Mother's perspective.

Now you must control the Den Mother's eyes as you run up the stairs. Use the eyes to find the Den Mother, walk towards the eyes, and attack. Attack patterns are the same each time. Dodge the God's Eye when it's thrown. Then attack the Den Mother after it comes back with PSI Blast. Continue to follow and attack her as she continues to jump from staircase to staircase. The battle is over when you completely drain her health.

GLORIA'S THEATER

In This Area	
PSI Challenge Markers	1
Scavenger Hunt Items	1
PSI Cards	4
Brains	3

Invisibility Needed

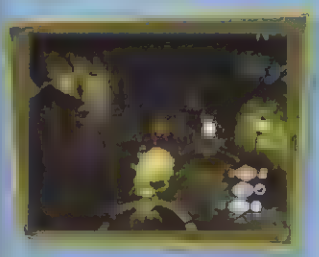
You must now earn Rank 30 and have the Invisibility Merit Badge to complete Gloria's Theater

Alternate Pathways

The next 3 minds can be entered in any order (Edgar, Gloria or Fred), however, you don't need to have any new powers or a higher Rank to complete them

Asylum Grounds

Follow Boyd into the Asylum Grounds and Levitate over the fountain to obtain the **GOLD WATCH (e)**. Boyd is preoccupied with his final mission, so conversation is limited. He's waiting for the front doors of the asylum (3) to open. You can now begin to find brains and recranialize your friends. There are three brain jars around this area. Find Franke's **BRAIN (g)** in the jar on a ledge to the right of Boyd. Find the **PSI Card (f)** on the left ledge. Find J.T.'s **BRAIN (d)** in a jar in a little nook to the left of the entrance gate. Pick up a **PSI CARD (k)** on top of the gate column.



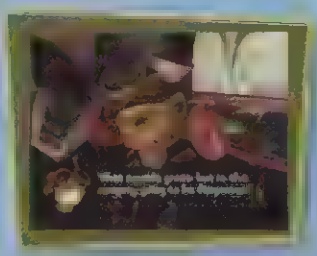
The exterior elevator **(4)** near the stairs of the asylum is not operational at this time. PSI Punch the rubble **(5)** that's blocking the entrance to the garden and enter the new area. Turn right after entering the yard to find another **PSI CARD (j)**. Head down to the opposite end of the garden to find Kitty's **BRAIN (i)** on a concrete ledge.

Ranking Up

Lili's Bracelet

Select Lili's Bracelet from your backpack and use Clairvoyance on it. You see Lili is in a heap of trouble.

Before entering the greenhouse where Gloria is performing for her plants, decide if you want to head back to HQ to rank up or continue into Gloria's head. The quickest way back to Cruller's Sanctuary is to use the bacon to regroup back at HQ.

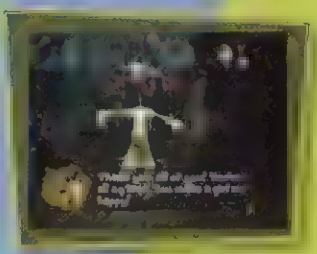


Once back at HQ, meet Ford Cruller in the Observation Room and he'll explain his method for returning the brains to their rightful owners. Take the Underground Transit System to other areas around camp (for example, if you need to buy more PSI Cores or Dream Fluffs from the Camp Store). As long as you return to Ford Cruller, he can return you to the extraction point at the Asylum Grounds.

Back at the Asylum

HELP GLORIA CONTROL HER MOOD SWINGS

Visit Gloria Von Gouton in the greenhouse **(6)**. Take her **TROPHY (h)** to learn more about the character whose head you are about to enter. She points out the gleaming, claw-like part on top of the trophy. The ultimate objective with Gloria is to obtain that Trophy. Take the Psycho-Portal out of your backpack and throw it onto Gloria's forehead.

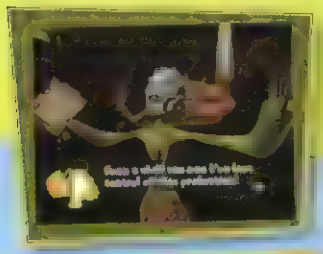


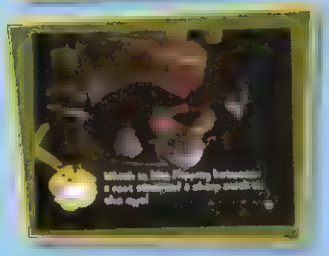
THE STAGE

In This Area	
Figments	111
Cobwebs	7
Vaults	1
Emotional Baggage	3
Baggage Tags	3

Theater

You begin inside Gloria's mind in a large theater **(1)**. Becky, the producer, greets you as you arrive. She's lost control of the production. The star of her show, Bonita Soleil, has stage fright and is locked in her dressing room. Jasper, the critic in the balcony **(2)**, voices his opinion of the show, then nods off to sleep. Becky wants you to cure Bonita's stage fright.





Collect all the Figments and items in the main theater area. Use Levitation to bounce from balcony to balcony. Use the Spotlight platform **(3)** to bounce and PSI Float to the upper level box seats to reach the higher Figments. Collect the two **COBWEBS (d & e)** from the floor and one **COBWEB (b)** from inside a lower box seat. The **STEAMER TRUNK TAG (a)** is near the Spotlight platform ladder. The **GOLDEN BALL OF HATE (c)** is in the box seat near Jasper (2). The **PURSE (f)** is on Jasper's platform.

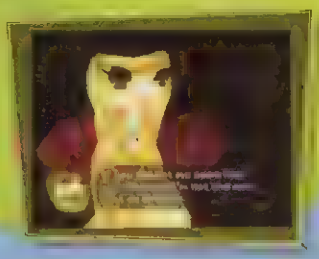
Backstage

Enter the backstage **(4)** through Becky's door to find the **PURSE TAG (g)** in a corner left of the doorway. In the next corner is the **SUITCASE (i)** hidden behind a **COBWEB (h)**.

While backstage, climb the wooden ramp to remove the **COBWEB (p)** blocking access to the back hallway. Watch Bonita Soleil open the dressing room door, then quickly shut it when you approach. Back up until she opens the door again and use Invisibility to sneak into her dressing room **(5)**.

Bonita Soleil's Dressing Room

Speak with Gloria Von Gouton's personal muse, Bonita Soleil. Choosing conversations from the thought bubble makes you aware that she is sick of being the only sunshine on the stage. Ask her if there is any way she'll take the stage. You learn the Spotlight is the key to getting her onstage, but you need a candle to light the Spotlight. She opens the door in the hallway that leads to the old prop room. The objective is to light the theater Spotlight. Just for fun, see how she sees you when using Clairvoyance on her. Exit her room and enter the old prop room **(6)**.



Old Prop Room

As soon as you enter the prop room, look for the **MEMORY VAULT (l)** running around. Strike it to uncover **"Gloria's Cruel Training"** memory. Bounce up to the two shelves in the back left corner to uncover the **COBWEB (k)** on the lower shelf and the **STEAMER TRUNK (j)** on the top shelf.

Bubble Bounce to the shelves in the front left corner of the room, then bounce again to the shelves in the front right corner. Use the rope to walk to the shelves in the back right corner. The **CANDLE (m)** is here in a box on the top shelf, and a **COBWEB (n)** is in the corner of the lower shelf behind the **SUITCASE TAG (o)**.

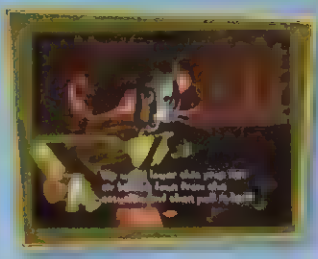
Lighting the Spotlight

Return to the theater (1) and climb the Spotlight platform (2). Select the candle from your backpack and place it in the Spotlight. Burn the candle while in the Spotlight with Pyrokinesis to light up the set.

Play the Right Script on the Right Set

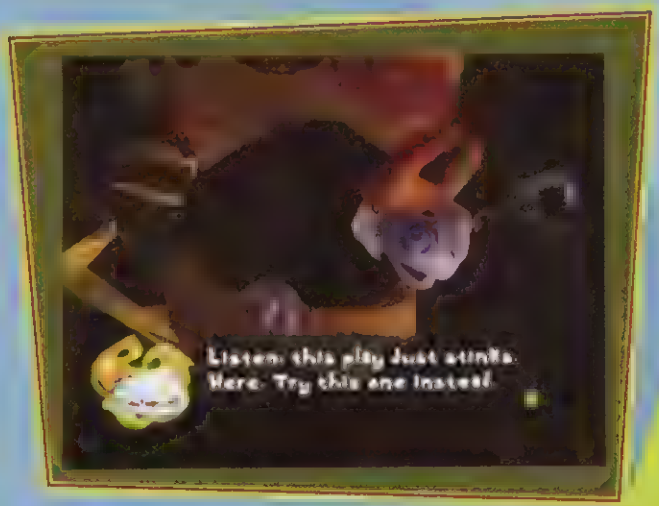
During the play, you see a little actress get smooshed by a weight that the Phantom drops from above. Next, you see Bonita run back in her dressing room, then Jasper tells you to come see him for a good script. The objective is to get up to the catwalks and get to the Phantom. Before heading up, collect the Figments from around the stage without changing the set (you change sets by walking through the warp doors found on the sets themselves)

Talk to Becky **(7)** and she explains that when you punch the Spotlight, it becomes a manual mood override. This means you can have happy sets with sad plays and vice versa. She says in order to get to the catwalks you must find the set where the prop hot air balloon is lowered during the play.



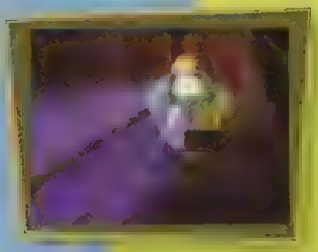
KNIGHT OF JOY

Climb up Jasper's platform (2) and talk to him. Choose all the conversations available if you wish to get a better understanding of this rotten, yet truthful critic. Most importantly, choose *"Alright, later, you old gas bag."* This is the final conversation option. After selecting this, Jasper hands you the **KNIGHT OF JOY SCRIPT (q)**.



With the "Knight of Joy" script in hand, talk to Becky (2). She makes you the Assistant Director and hands you the **MEGAPHONE (r)**. A play begins on the set, but it's not the correct set up.

Walk through the set-changing archway on the right side of the set. When the set changes, collect all the new Figments. Climb the Spotlight platform and punch the Spotlight to change the mood to dark.

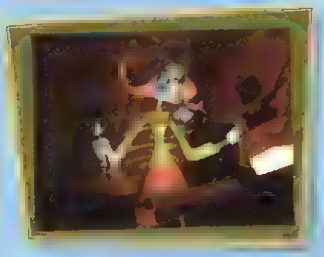


Jump off the Spotlight platform and quickly select the Megaphone, and select from the option bubble, *"Becky, can we see the 'Knight of Joy' again?"* You should have the dark light shining on the set with the fire-breathing dragon prop (which can really burn you, by the way).

The knight rides out on his mighty steed and smites the dragon. Defeat the actors as they turn on you. Use PSI Blast and Invisibility to keep them from attacking while you annihilate them.

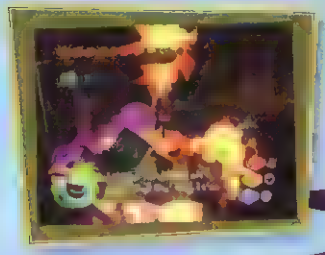
THE DAY THE MAIL BOAT FINALLY CAME

Bubble Bounce on the dead dragon prop to reach the platform above and take **THE DAY THE MAIL BOAT FINALLY CAME SCRIPT (s)**. Keep the prop dragon set with the night mood lighting and take the new script to Becky.



The actors are given the new script and Becky automatically arranges for the prop boat to move onstage. After the actors perform their skit, be ready to attack them with PSI Blast.

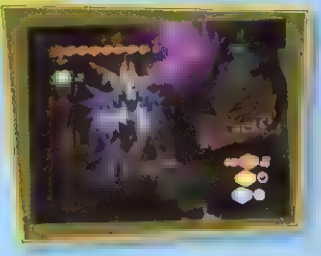
Jump into the prop boat floating in the prop water (a prop Hand of Galochio grabs you if you fall into the prop water) and remain there until the boat moves offstage and the set changes. After the actors go over the next script (an automatic action), be prepared for another actor dispute.



Defeat the actors, and collect the **GOODBYE HAGATHA HOME SCRIPT (t)** from the top level of the set.

Changing Sets

While on the upper platform of the set (where you found the "Goodbye Hagatha Home" script), walk through the set-changing warp archway on the left. This changes the set to the prop dragon set. Since it remains dark, things remain violent as new actors arrive. Quickly jump down from the upper platform on the dragon set and enter the lower set-changing warp archway to the left. This places the final set onstage.



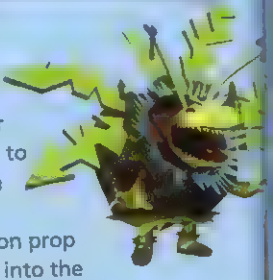
It's a new set, it's at night, and there are new actors. It's time to fight. Turn invisible and PSI Blast all of the Thistle actors and flying Harpies. You now should have the set on stage that has the monkey bars reaching vertically to a high platform.

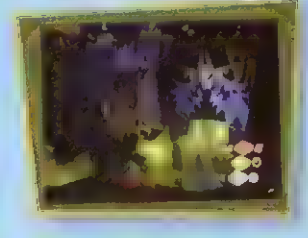
Figments

To get all the Figments in the theater, you must make them all appear first. To do this, erect each set using both lighting options: dark and bright. Bubble bounce all around each set with both lighting options to obtain all the Figments.

GOODBYE HAGATHA HOME

Give Becky the final script and she calls to the stagehands for the hot air balloon prop. The actors rehearse the script. After the skit, defeat the actors and bounce up to the highest monkey bar you can reach on the set. Swing from bar to bar until you reach the top platform. The hot air balloon prop is to the left of the platform. Drop down into the balloon and ride it upward to reach the catwalks.





THE CATWALKS

In This Area	
Figments	46
Cobwebs	0
Vaults	1
Emotional Baggage	2
Baggage Tags	2

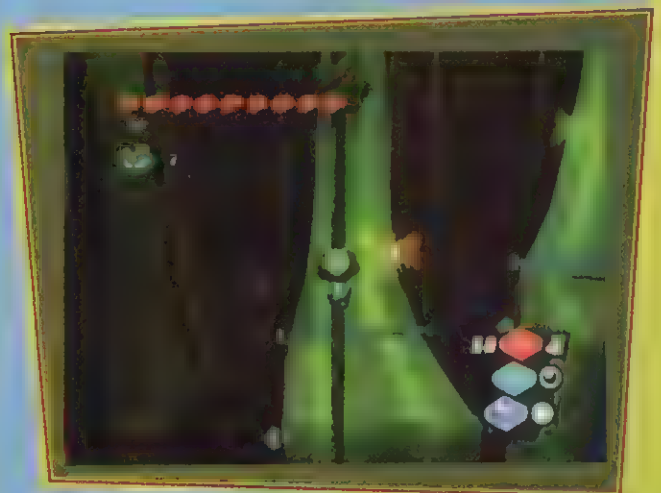
Finding The Phantom

The hot air balloon stops on a large platform **(1)** on the catwalks above the stage. The teleportation critter sits on the circular metal platform. Use the critter if you wish to return to The Stage.

Select Levitation and Invisibility to prepare for what The Catwalks can throw at you. Jump from platform to platform and use Invisibility to pass through Spotlights **(2)** to avoid detection. If the Phantom sees you in the light of a Spotlight, he'll drop sandbags from above.

Use the trapeze **(3)** to reach the higher platform **(4)**, pivot to the left and use the series of light ballasts **(5)** to swing to the next catwalk **(6)**.

Follow the catwalk **(6)** to the end and leap to the pole **(7)**. Climb the pole and turn your back to the following tarps **(8)** and jump. Bounce along the tarps and leap for the rope **(9)**. Climb the rope, turn your back to the following platforms **(10)**, then jump. Use PSI Float to guide yourself safely down to the catwalk.



Jump from the platform **(10)** to the large, slide-like drape. Slide down and off the end of the drape to latch onto the catwalk.

MORE CATWALK CALAMITY

Swing to the next platform **(13)** from the catwalk **(12)** and follow the catwalk to the ladder. Use Invisibility before climbing the ladder to sneak up on the Shouting Censor above **(14)**. PSI Punch the Censor and follow the catwalk around to the **DUFFLE BAG TAG (a)**.

Dividing your catwalk from the next is a couple of moving props that together create a guillotine-style hazard **(15)**. Time your jump through the props appropriately to make it to the next catwalk safely. Repeat this tactic with the following, similar hazard **(16)**.

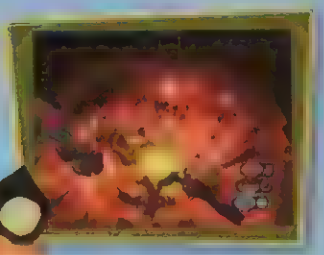
Activate Invisibility before you leap through the second guillotine-like prop **(16)**. A Spotlight searches over the next platform. Jump on the rail **(17)** and slide off the end to the next catwalk **(18)**. Bounce from curtain to curtain **(19)** to reach the next platform **(20)**.

Punch the sandbags for arrowheads, then leap to the vertical, climbable, scaffolding **(21)** and clamber up to the platform above.

UPPER CATWALKS

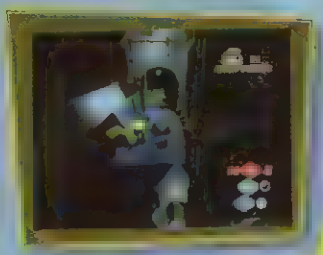
Jump from the scaffold (21) to the light ballast **(22)**. Swing from the ballasts working upward to the rope **(23)**. Climb the rope upward, turn around, jump and PSI Float down to the next system of catwalks.

Use Invisibility to hide from the two large Censors that jump out of the portal at the lower end of the catwalk **(24)**. Use PSI Blast and PSI Punches to take them out. Find the **HATBOX TAG (c)** where the Censor portal appeared. Continue to the ladder at the lower end of the catwalk to reach the large platform below. A bunch of Censors and Personal Demons jump through a portal and attack. Use Palm Bomb to do some damage and Invisibility and PSI Punches to finish them.



Three items are found on this lower platform. The **ASTRAL PROJECTION LAYER (b)** is behind the ladder. Punch the **MEMORY VAULT (d)** to unlock **"Gloria's Fallen Star"** memory. Finally, match the **HATBOX (e)** with the tag found on the catwalk above.

Head back up the ladder and to the higher end of the catwalks. Defeat the Strongarm Censor and the Personal Demon at the top. Jump and latch onto the light ballast at the end of the catwalk and swing through the moving props **(26)** when it's safe to do so.



Censors jump from two portals on the next large platform **(27)**. Use Palm Bomb as they crowd around you and then match the **DUFFLE BAG (f)** with the tag (a) found earlier.

Head up the next ramp and enter the lift. The lift leads to a catwalk **(29)** directly above. Defeat the single Censor and use Invisibility to get through the Spotlight.

Defeat the Personal Demons that appear through one last portal, then use Invisibility again to get past the last Spotlight. When you reach the end of the catwalk **(30)** look for the Phantom across the large gap on the next catwalk. He knocks you into the gap if you attempt to jump to his ledge.

Find the **CANDLE (g)** in a box at the end of the catwalk. Backtrack a few steps and follow the branching catwalk path. Follow it to the end. Place the candle in the Spotlight **(31)** and light the candle with Pyrokinesis. This blinds the Phantom as he escapes to the next room.

The path is now clear. You can now bubble bounce and PSI Float from the end of your catwalk (30) to the Phantom's catwalk **(32)**. Head through the doorway at the end of the catwalk to locate the fleeing Phantom.

BATTLE PREPARATION

For this bout you should have Levitation, Invisibility and

DEFEATING JASPER

Before you do anything, you must collect the three **CANDLES** [illegible] Invisibility while bubble bouncing and PSI Floating above the horn section **(4)**. The music notes carry you upward to the catwalk above, which surrounds the stage below. If you do not have Invisibility, or if your Invisibility energy is low, you must float upward in a zigzag pattern to avoid Jasper's projectile insult attacks.

Spotlights **(1, 2, 3)** or place all three candles in all three of the [illegible] the Spotlight. This blinds Jasper and sends him reeling to the floor, temporarily stunning him.

[illegible] while Jasper is unconscious. More Hounds and Harpies appear with each subsequent fainting spell. They attempt to distract [illegible] (another tactic to avoid the minions) and perform multiple PSI Punches on him.

When Jasper awakes, he destroys one of your Spotlights. While on the floor, take another candle from the box if you did not grab all of them before. PSI Float back to the catwalk above to repeat this boss-defeating tactic.

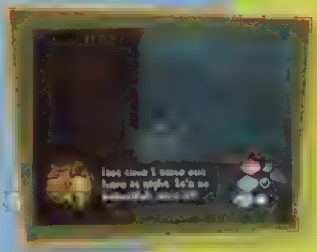
The key is having enough Invisibility energy to keep you from being attacked so much. You should be using Invisibility [illegible] jump down to attack Jasper. This means you must allow the [illegible] from attack; his ink projectiles cannot get around the Spotlights.

Asylum Grounds

Back in Gloria's Greenhouse at the asylum, Gloria is cured of her depression and roams the garden searching for a hose to water her plants. Pick up **Gloria's Trophy (h)**. If you would like to loom your Cobwebs, use the Bacon to return to HQ and return to the field when you're done ranking up

TO THE LOWER FLOORS

The next destination is the Asylum's Lower Floors. To reach this area, enter the short tunnel **(7)** to the left as you enter Gloria's Greenhouse.

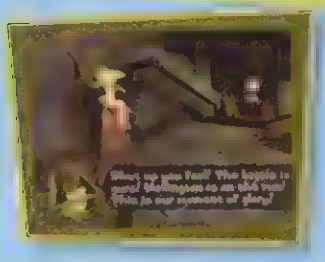


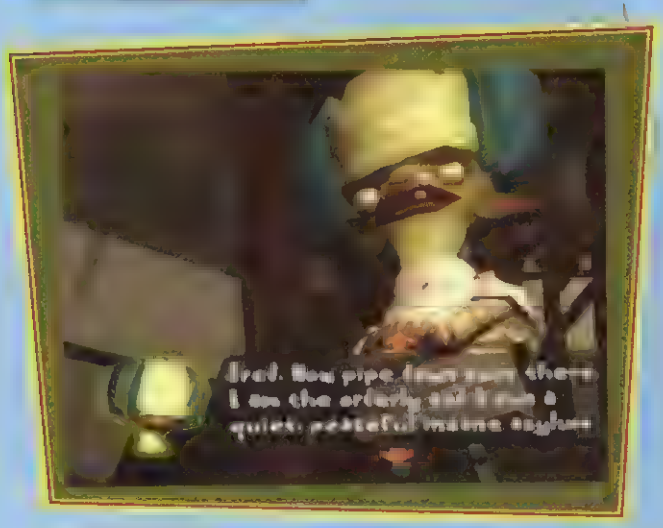
BLACK VELVETOPIA

In This Area	
PSI Challenge Markers	1
Scavenger Hunt Items	0
PSI Cards	4
Brains	4

Asylum Lower Floors

Access the Asylum Lower Floors through a long archway **(1)** in Gloria's Greenhouse. As you enter the ramshackle backyard of the asylum, you meet a seemingly crazy man in a straitjacket who calls himself Napoleon Bonaparte **(3)**. His fiendish friend the "orderly," also in a straitjacket, keeps calling him Fred. Fred **(2)** has a split personality and the orderly is obviously insane, as well as slightly blind. Looking at Raz through their eyes using Clairvoyance proves their lack of sight and sanity.

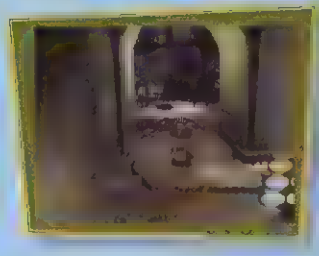




Area Items

Use Levitation to bounce up to the decrepit ledges and broken rooftops to find the four **BRAINS (b, c, f, g)**. These are **Chop's**, **Maloof's**, **Chloe's**, and **Milka's** Brains. Milka's is the tough one to reach. Naturally, you must be invisible to get her brain. Notice her brain jar (g) in the basket on a rope near Fred. When you approach it, the crows lift it up into the air, basket and all. Use invisibility to sneak up on the crows and PSI Punch the brain jar before they can fly away with it.

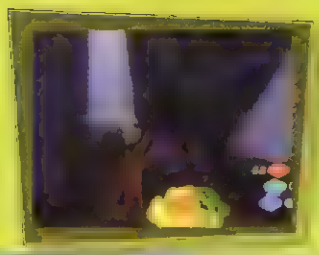
Three **PSI CARDS (d, e, h)** are just as easy to find as the brains; they are on the ledges easily reached using the Levitation bounces. However, you must enter Edgar Teglee's chamber **(4)** to find the last two items in the area. Bounce from ledge to ledge, or use the tightrope, or bubble bounce from the top of the orderly's lift to reach Edgar's ledge. The chamber is open from the ledge, just walk in.



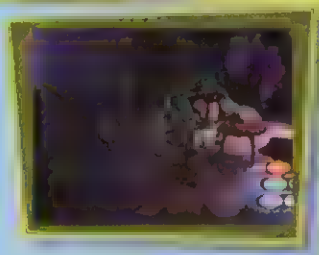
Edgar Teglee

You walk in on Edgar (4) as he builds a house of cards. Raz asks him about his nearby painting. The large, shackled, matador-looking man says, "It is a painting of my patron, my psychiatrist, my warden." He says the doctor won't let him go until he completes his treatment. When he tries to complete the portrait he continuously scribbles a bullfight over it. After the conversation, you receive a new objective: Help Edgar Conquer His Obsession with Bull Fights.

Before entering Edgar's head, pick up the **PSI CARD (i)** near the door beside Edgar. Use bubble bounce to reach the **PSI CHALLENGE MARKER (a)** on the rafter above Edgar.



Now, approach Edgar with the Psycho-Portal and toss it onto his melon. You are now entering Black Velvetopia.



EDGAR'S SANCTUARY

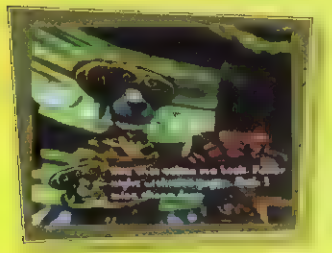
In This Area	
Figments	18
Cobwebs	0
Vaults	0
Emotional Baggage (Purse)	1
Baggage Tags (Purse Tag)	1

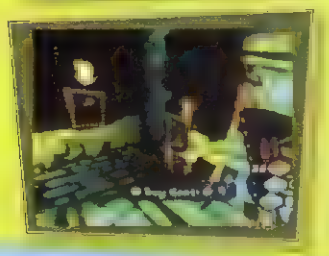
You don't get a chance to move around in Edgar's Sanctuary the first time you enter his mind. El Odio races through the sanctuary, slams into you and pushes you into a velvet painting on the wall. He pushes you into another one of Edgar's worlds appropriately named, *Running Against the Bull*. Edgar's Sanctuary is a hub of sorts. You return to the Sanctuary each time you collect one of the four queen cards in *Running Against the Bull*.

RUNNING AGAINST THE BULL

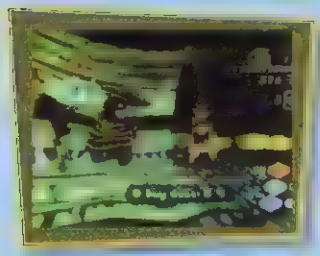
Saint Bernard Artist

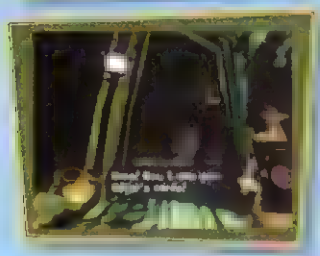
The Saint Bernard from the poker painting is discovered in the first alley **(2)**, where you are currently trapped. Talk to the Saint Bernard.





Buy his **ARCHWAY PAINTING (a)** and **ROSE PAINTING (b)**. The Archway Painting is free; the Rose Painting costs 5 arrowheads. Place the Rose Painting on the picture hook to obtain a **ROSE**. Now place the Archway Painting on the picture hook on the wall **(3)**. The picture opens the alley to the main street.





In This Area	
Figments	142
Cobwebs	7
Vaults	2
Emotional Baggage (all but the Purse)	4
Baggage Tags (all but the Purse Tag)	4

Painting Magic

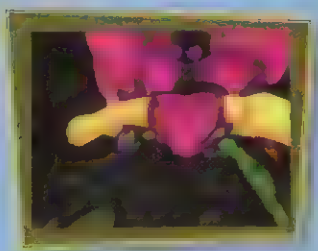
Use Clairvoyance on the paintings discovered in this brain to reveal tips on how to use the painting within the world.

The Secret Roses

When you place a Rose Painting on a picture hook, the painting disappears leaving a Rose behind. The picture hook remains for another picture placement. Give the Rose to one of the senoritas in the windows on the street. Approach them with the Rose in hand and they leave the window open so you can jump into their house. When tossed back out onto the street, covered with kisses, you receive a Mental Health bonus. When you return to the senoritas that received roses (flagged by animated kissy lips floating from the window) you can reenter their homes without using another rose or sneaking in using Invisibility. This is how you can get through this level without having to use Invisibility

El Odio Basics

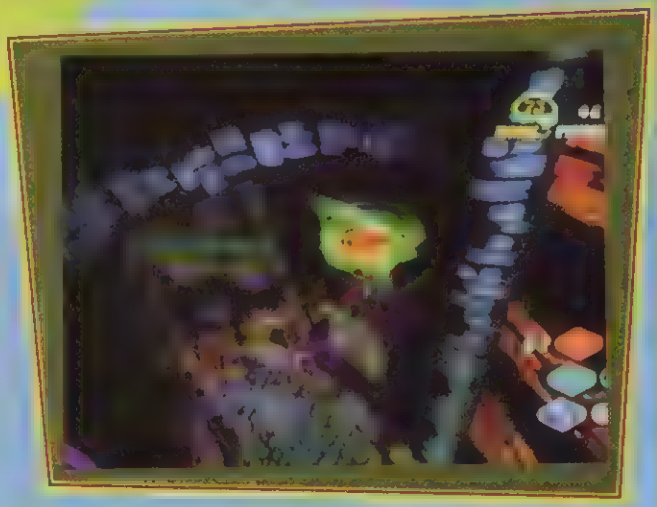
The velvet city is made up of one long street with few alley detours and a sizable sewer system. El Odio has the city under siege. The senoritas are prisoners in their own homes. Like clockwork, El Odio endlessly runs down the street. There's hardly enough time to duck into an alley before the bull barrels down on you. When El Odio hits, he pushes you back to the nearest alley and sometimes further. Until you can somehow stop that bull, you must stay off the street and only travel on it when dashing to the next safe zone. El Odio runs in one direction; from the furthest end of the street **(26)** to the Bull Painting (1) through which you entered the world.



FINDING THE QUEEN OF CLUBS

Set Invisibility, PSI Blast and Levitation to the hot buttons. Roll into the first alley on the right **(4)** as soon as El Odio passes. There's a **STEAMER TRUNK (c)** on the ground, a pink pole nearby, a senorita in a window, and a series of awnings that can be used as trampolines to reach a ledge above. Don't waste your Rose on this senorita.

Access the top ledge to bounce to the ledge across the street and back to the balconies on the right. From here, PSI Float down into clothesline Figments in the next alley **(5)**. You can also roll from one alley to the next if you don't care to get the Figments above.



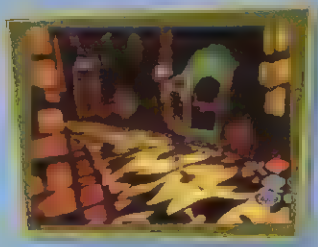
Defeat the Strongarm Censor and collect the Figments in the second alley (5) and return to the alley entrance to time your next run with the passing of the bull.

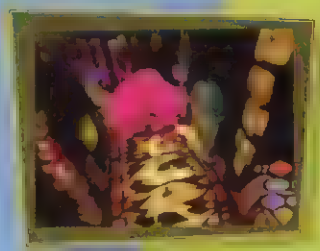
Black Velvetopia Figments

Don't spend too much time trying to get all the Figments in this world until you have the ability to stop El Odio

Locked Gates

As soon as El Odio runs by, turn invisible and run into the open window on the right (or use a Rose to charm her). The senorita closes the window and El Odio runs by while you are safe inside. As soon as the bull passes you are thrown back to the street. Levitate or run to the next alley on the right **(6)**.

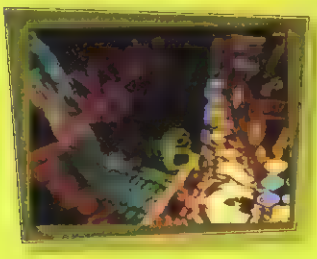


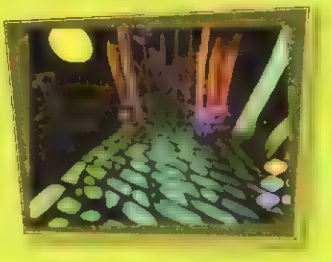


Use Telekinesis on the garbage can behind the closed gate. Drop the garbage can on the large button on the ground to open the gate. Inside this small alley is the **STEAMER TRUNK TAG (d)**. Reunite the couple now or take care of it later. The quickest way to the Steamer Trunk is to allow the bull to hit you (no damage is taken).

U-Shaped Alley

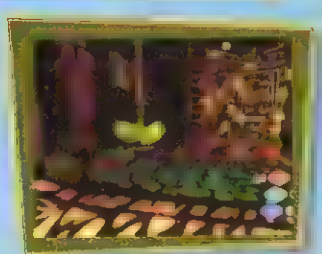
Bubble bounce from the gated alley **(6)** to the next alley on the left **(7)**. Use PSI Blast to take care of the Personal Demons and Censors that appear from the back of the alley. This alley is U-shaped and has a locked gate in the middle. You can either use TK on the trashcan to activate the button on the other side of the gate, or you can go around the "U" by way of El Odio's street.





To obtain the **DUFFLE BAG TAG (e)**, defeat the Censors on the other side of the gate, then bubble bounce and PSI Float from the alley railing to the balcony across the street.

Bubble bounce from the U-shaped alley to the nook across the street to find the **QUEEN OF CLUBS (f)**. A large hand reaches from the velvet painting and pulls it in. Jump into the painting to fight for the card.



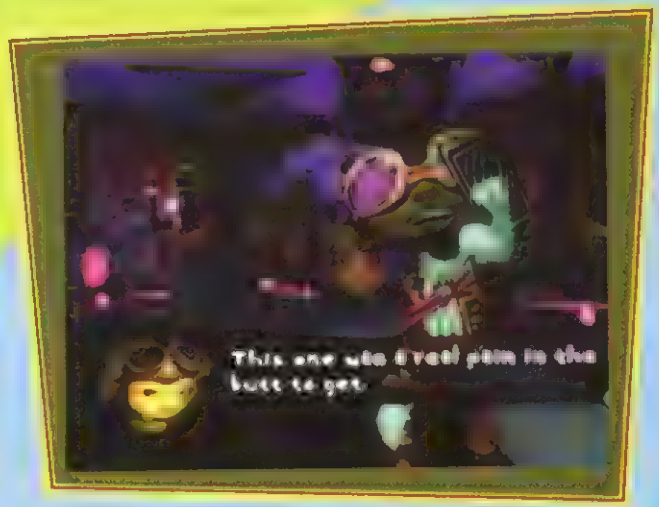
Lucha Libre: Tiger

Once through the portal, you stand on a large Queen of Clubs that turns into a wrestling ring. A large wrestler is introduced as "Tiger." Select Invisibility, PSI Blast, and Shield. Tiger has a nasty claw-slashing combo and a seemingly unstoppable pounce attack. Use bounces to stay off the ring as much as possible and use Palm Bombs to damage the wrestler.

Use Invisibility to keep the wrestler off his game. Activate your Shield when Tiger gets on all fours to prepare to pounce. With the Shield activated, he pounces and rolls right off of you. Start PSI Punching him repeatedly as soon as he goes down. Don't get greedy though. Back away after a few combos. With this strategy the fight won't last long and the Queen of Clubs becomes yours. If you lose, continue choosing to fight until you win.

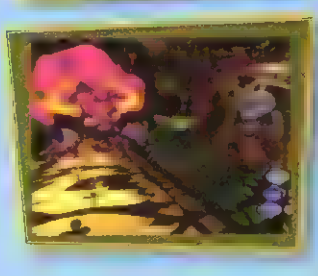
Edgar's Sanctuary

After obtaining the card, you're pulled back into Edgar's Sanctuary where he is rebuilding his stairway of cards. You can chose to return the Queen of Clubs to him now or wait until you have all four queens.



Notice that El Odio is still running through the sanctuary; now he runs in through the charging bull painting (3) near the balcony with the **PURSE TAG (a)** and out through the street painting (1).

Reunite the Purse Tag with the **PURSE (b)**. Jump back through the Tiger Painting (2) to return to the same place in the other world where you left off **(f)**.



Warp Portal Options

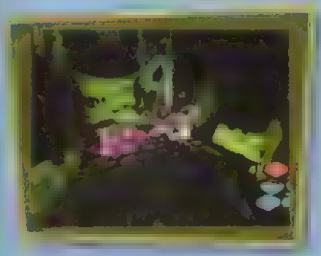
Enter the Charging Bull Painting (3) if you wish to be placed back at the beginning of the street. If you want to enter the far end of the street (26) and have El Odio push you to another queen card, then enter the street painting (1). However, if you do this, you must jump around in the strategy presented here.

Running Against the Bull

FINDING THE QUEEN OF HEARTS

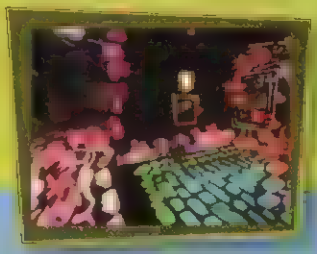
The ladder near the portal **(f)** allows you to reach a bar and some retracting, horizontal flagpoles further up the street. By swinging from these, you secure hidden Figments and have the ability to reach the next alley **(8)** on the left side of the street. Another choice is to use Invisibility or a rose to enter the senorita's window before the next alley (8). If you use the window as a pit stop to the alley, you should roll and bounce on the Levitation Ball as soon as you exit the window to make it to the alley before El Odio arrives.

Defeat the Personal Demons and Censors in the alley (8) using PSI Blast and Invisibility. Head to the end of the alley and talk with the Collie—another poker dog. Select all the conversation options to learn more about Edgar and Dingo Inflagrante, the Matador.



The conversation goes only so far until you purchase the Collie's **GUITAR PAINTING (i)** for 40 arrowheads. Purchase another **ROSE PAINTING (h)** for 20 arrowheads. Speak to the Collie again and he gives you the dirt on Dingo.

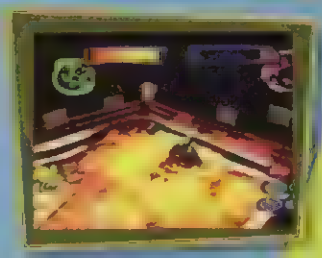
Take note of the **DUFFLE BAG (g)** behind the locked gate near the Collie. Leave the Collie and run into the nook directly across the street to find the **QUEEN OF HEARTS (j)**. Again, a large wrestler's hand reaches out of the painting and grabs the card. You can use the nearby painting hook to turn Rose Paintings into Roses. Now, jump into the portal to fight for the Queen of Hearts.



Lucha Libre: Dragon

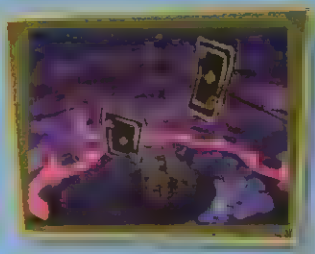
The sulfur-smelling Dragon wrestler has a roar attack that can pin you helplessly to the ground. He also has a close-range, stinging, fire clap attack. Set Invisibility, Levitation, and PSI Blast to the hot buttons. Use Invisibility to hide from the wrestler and punch him from behind to avoid a quick counterattack.

Bounce high into the air when Dragon throws his arms and head back, then PSI Float from the height of your jump. Stay in the air long enough for his sticky roar attack to fade. Come down on top of him with a Palm Bomb or strike him with PSI Punches.



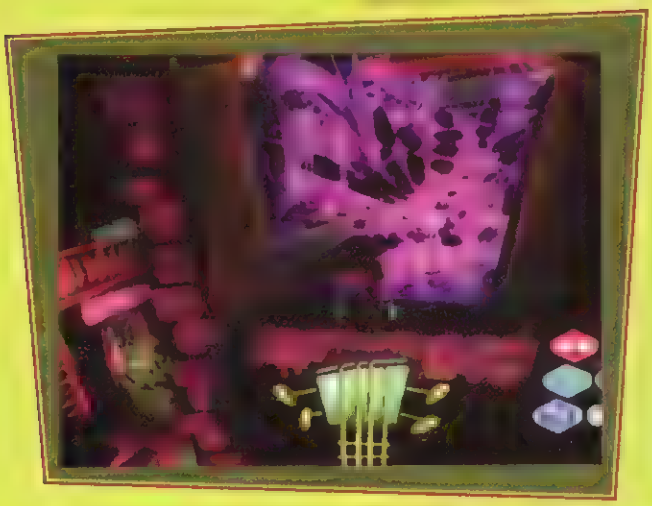
Edgar's Sanctuary

You are pulled back into Edgar's Sanctuary upon winning the Queen of Hearts. Either give Edgar the new card now or wait until you've collected them all. Jump into the Dragon Painting (4) to return to the same place you were before the fight.



FINDING THE QUEEN OF DIAMONDS

Place the Guitar Painting on the picture hook next to the portal you just jumped through (j). The picture turns into a guitar that can be used as a ladder. Climb up to the top, dust the **COBWEB (k)** away from the doorway and enter the apartment **(10)**. Collect all the Figments in the apartment—look on the walls for picture Figments.

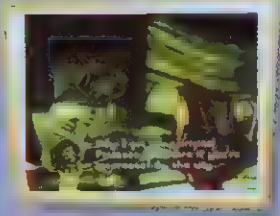


Walk out onto the back balcony **(11)**. On the opposite side of the street to the left is a high patio and just beyond that is a fire escape **(9)** with many Figments around it. Jump and PSI Float to the balcony, then to the fire escape.

Cross the Figment-laden clothesline on the lower fire escape to return to the patio platform and bounce back to the top of the apartment balcony's awning (11). Bounce from the apartment awning (11) to the lower ledge on the same side of the street and then bounce across the street to the small nook **(12)** to hide from El Odio.

To get to the next alley **(14)** use either Invisibility or a Rose to get inside the senorita's window. You could also use the bars above the street to swing down to the street and duck into the sewer **(13)** before the bull arrives. If you entered the senorita's window, you must use the sewer as a pit stop before the next alley (14) to avoid El Odio.

Options: Sewers, Queen of Diamonds, or Queen of Spades



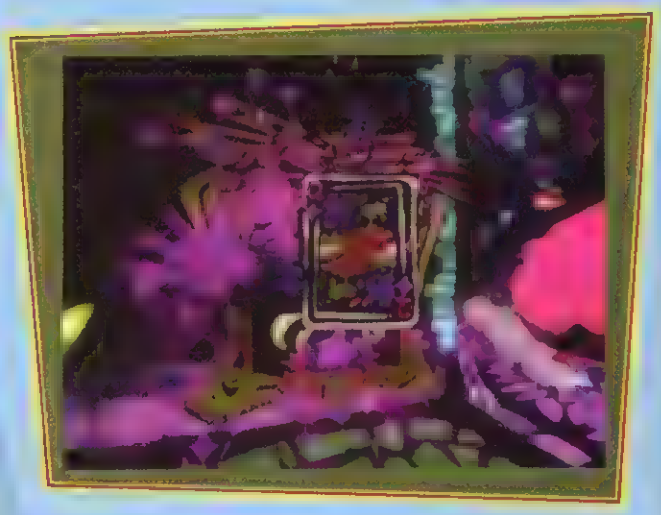
You now have a choice between a few different routes to take through this world. The sewer allows you to travel between three different areas: the street manhole (13), the alley manhole (15), and the furthest manhole (16) that leads to a secret alley—this is how you reach the Duffle bag

If you continue to the nearest alley (14), you can obtain the Queen of Diamonds by battling Eagle By heading to the end of the same alley (14) and purchasing the Window Painting, you can use it to obtain the Queen of Spades.

This walkthrough is arranged in the following order: battling Eagle for the Queen of Diamonds, navigating the sewers for some item cleanup, then returning to win the Queen of Spades

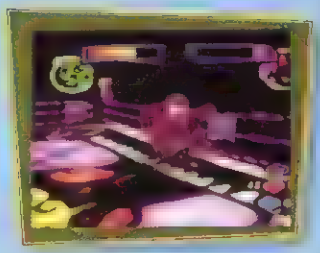
Queen of Diamonds Strategy

Run from the sewer to the alley on the left (14) as soon as El Odio passes. Jump into the painting when the wrestler grabs the Queen of Diamonds.



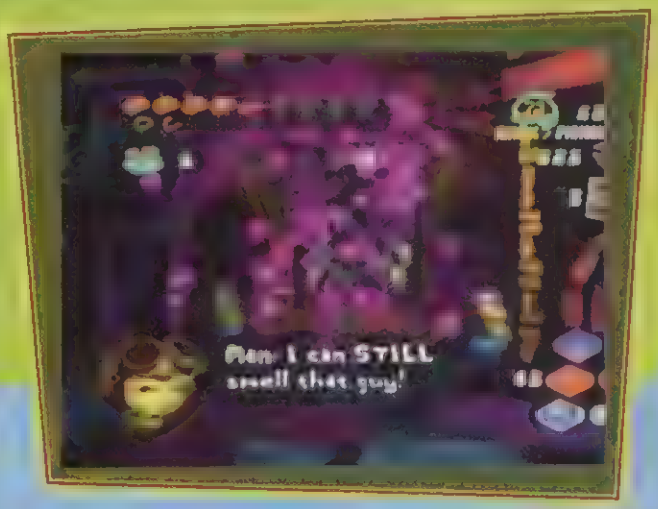
Lucha Libre: Eagle

Eagle has a signature flying slam maneuver. He hangs in the air for what seems an eternity. Watch for his shadow and when it appears over you, activate your Shield. Eagle comes crashing down on your Shield and is temporarily stunned. Beat him when he's down. Use Invisibility to keep him from spotting you while he's on the ring. Use Levitation to quickly roll circles around him while using PSI Punches to wear him down.



Edgar's Sanctuary

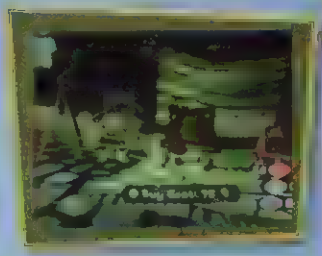
You are warped back to Edgar's Sanctuary when the Eagle is extinct. Jump right back into the Eagle Painting (5) to return to the same alley (14) you left in Running Against the Bull.



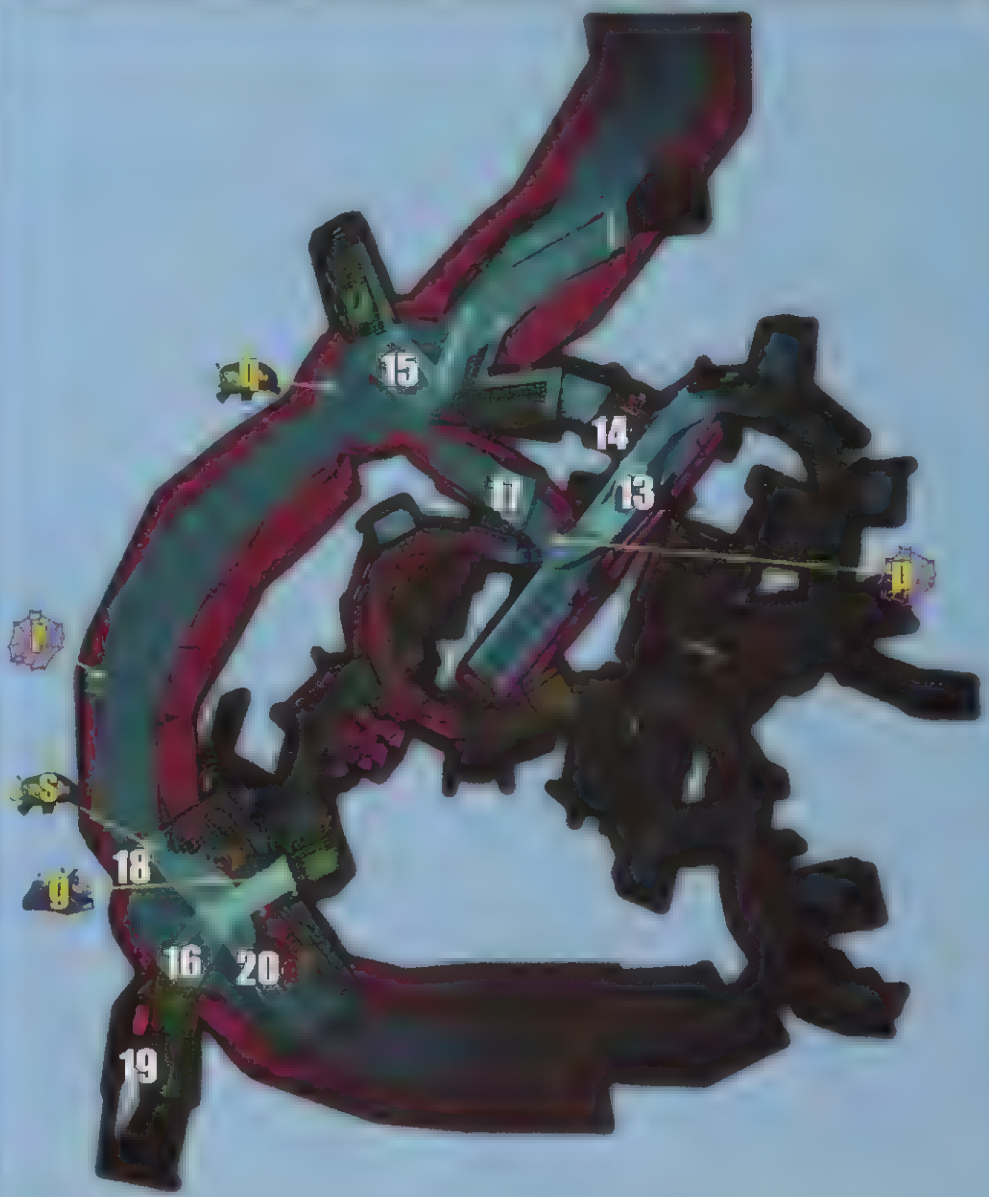
Running Against the Bull

THE DALMATIAN

Run to the end of the alley (14) while defeating the Personal Demons and Strongarm Censor. You pass the manhole (15) on the way to the Dalmatian. Talk with the Dalmatian to learn more about Edgar and his traumatic early years. Purchase the **VINE PAINTING (n)** for 75 arrowheads and the **WINDOW PAINTING (o)** for 55 arrowheads. Locate the teleportation critter. You can use this critter to return to the first alley (2). Now, return to the main street and jump into the manhole (13) before El Odio runs over you.



THE SEWERS SIDE QUEST



Have PSI Blast, Invisibility, and Levitation ready as you explore the sewers. Drop down through the street manhole (13), dust the **COBWEB (p)**, turn invisible and contend with Strongarm and Censors. Collect all the Figments from both ends of the first tunnel before heading through the lavatory **(17)**.

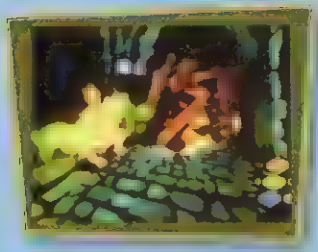
In the next clearing is a ladder leading up to the Dalmatian alley (15). In this clearing is a **MEMORY VAULT (q)** and enemy portals that spill out Strongarm Censors. Use Invisibility and beat them. Punch the vault to uncover **"Edgar's Lament"** memory.

Continue down the left tunnel and defeat the Personal Demons from a distance using PSI Blast. Dust the **COBWEB (r)** between the lockers on the right side of the tunnel.

Use Telekinesis on the garbage can on the other side of the locked gate **(18)**. Place the can on top of the large yellow button to open the gate. Climb the ladder at the end of the tunnel to access the secret alley **(16)**.

SECRET ALLEY

Defeat the Strongarm and Personal Demons in the secret alley **(16)**. Head to the pile of wood blocking one end of the alley, then use Pyrokinesis to burn the wood, opening the alleyway to the Collie's alley. Match the **DUFFFLE BAG (g)** with the tag **(e)** found earlier.



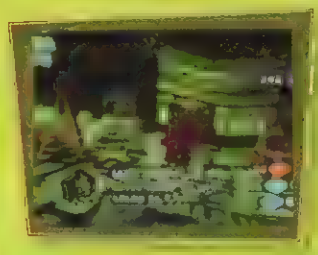
Head back into the secret alley and continue to the dead-end. Place the Vine Painting on the picture hook located on the alley wall **(19)**. The painting turns into a climbable vine. Climb the vine, access the upper ledge, swing from the pole to the next ledge, then bounce to the balcony garden **(20)**.

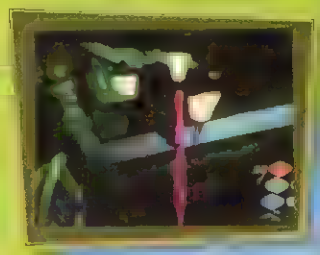
In this garden are all the previously defeated wrestlers. Talk to them to boast about how cool it is that you defeated them. Punch the **MEMORY VAULT (s)** to unlock "**Edgar's Love.**"

Collect all the Figments on the balcony and smash everything for power-ups and arrowheads. PSI Float off the end of the balcony. Float down to the Collie's alley while steering through the clothesline Figment on the way down.

QUEEN OF SPADES

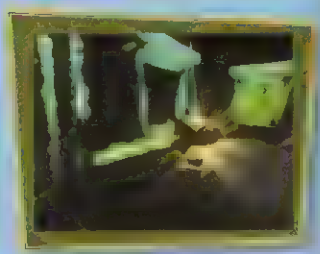
This strategy picks up from the Queen of Diamonds alley (14). Purchase the Window Painting **(o)** from the Dalmatian Climb the pink lamppost to access the upper ledge. PSI Blast the Shouting Censor off the end of the ledge.



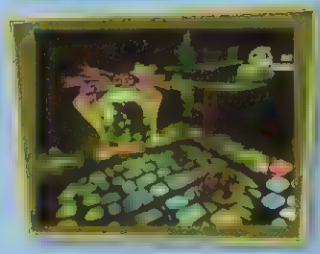


Follow the ledges around the corner of the building. Bounce from ledge to ledge to reach the dead-end to find the **HATBOX TAG (t)** and a picture hook **(21)**.

Enter the Window Painting (21). This takes you through the building and out a window **(22)** on a distant balcony. Take the **GOLDEN HELMET (u)** and dust the **COBWEB (v)**. Look down over the edge of the balcony to spot El Odio running through the street. Locate the alcove across the street with a dog, the **QUEEN OF SPADES (w)**, and a ladder that leads up to Dingo's apartment.



PSI Float down into the alcove. Speak to the dog. Dingo wants his bullfight ad painted on the street wall. El Odio is making this impossible. Talk to him again to command the dog to go paint the sign. Of course, it becomes an ugly sight as El Odio comes steaming by.

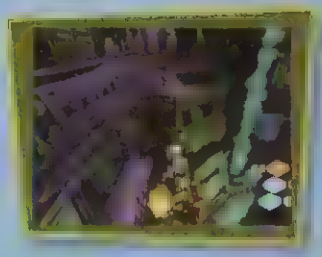


Don't bother going through the portrait to fight the last wrestler; you need the last Merit Badge before you can harm him. Climb the ladder and enter Dingo's apartment.

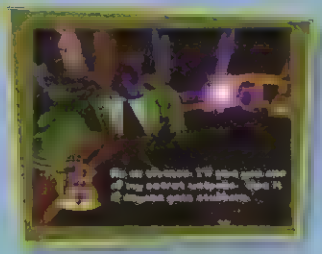
DINGO'S APARTMENT

Use the Cobweb Duster to remove the **COBWEB (x)** from the hallway and go into Dingo's bedroom **(23)**. Find the **SUITCASE TAG (y)** under the matador's hanging jacket. Remove the **COBWEB (z)** from the fireplace and enter the secret hallway behind the fireplace.

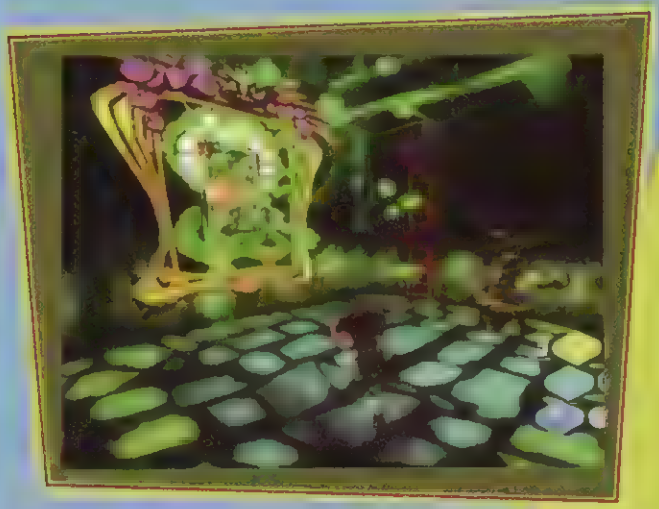
Remove the **COBWEB (aa)** from the window **(24)** at the end of the hallway. Jump on the rope outside the window and walk to the rooftop in the U-shaped alley (7) to reunite the **SUITCASE (ab)** with the tag found in the apartment. Walk back to the window (24) and reenter Dingo's apartment.



Enter Dingo's dressing room **(25)** and reunite the **HATBOX (ac)** with the tag (t) found earlier. Talk to Dingo to hear him complain about the delayed fight advertisement.

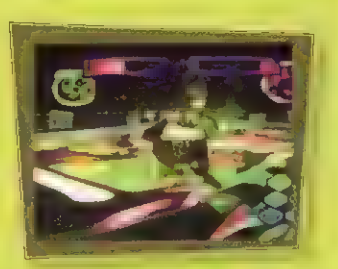


He materializes the advance payment into the room near the mirror—the last Merit Badge, **CONFUSION (ad)**. Exit the apartment and jump into the portal below to fight Cobra.



Lucha Libre: Cobra

Cobra thinks he's invincible and that you can't break his concentration. Select Cobra and press and release the Confusion hot button to toss a grenade directly at him. When the green cloud and question marks appear around Cobra, rush him and pound him. Keep hitting him until he wakes. Cobra is invincible until he becomes confused. To acquire more grenades, hit Cobra—he produces Confusion grenades even when invincible. Defeat Cobra for the Queen of Spades.



Edgar's Sanctuary

Before giving Edgar the final card, jump back into the Cobra portal **(6)** to warp back near Dingo's apartment

Running Against the Bull

CLAIMING YOUR PRIZE

Throw a Confusion Grenade into the street and away from the path the dog must travel to reach the ad location. The next time El Odio runs through the street, he runs into a cloud of confusion. El Odio stands on his hind legs and sways aimlessly. Talk to the dog to command him to go. The dog rushes to the billboard and starts painting the ad. Hit El Odio with another Confusion Grenade to allow the dog more time to finish the painting.

When the ad is done, Dingo invites you back into his dressing room and reluctantly awards you the **GOLDEN HELMET (ae)**. Take the gift, exit the apartment, stun El Odio and jump through the painting **(26)** at the end of the street to return to Edgar.

Edgar's Sanctuary

Give Edgar all the cards you've collected so he can complete the card tower and reach his lady in the sky. Climb the tower to the top to enter the bullfighting ring.

BATTLE PREPARATION

Set either Invisibility or Levitation to a hot button as well as Confusion and Telekinesis.

WOUNDING EL ODIO

Punch the bouquets of flowers around the ring if you need mental health. El Odio charges from one side of the bullring to the other. He pauses for long periods of time before he charges again. Stand close enough to El Odio so that when you pick up one of the Banderillas (barbed sticks) El Odio is within throwing distance. Pick up each of the Banderillas and stick them in his back. Sticking El Odio with a Banderilla when he is charging towards you stops him in his tracks. Stick all the Banderillas in his back to complete the first stage of the battle.

DINGO INFLAGRANTE BULL FIGHT

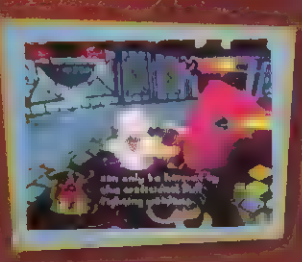
The moment everyone has been waiting for: the bullfight between Dingo and El Odio! Only El Odio is actually Edgar and if Edgar gets hurt you are ejected from his mind. You must protect Edgar at all costs while trying to defeat Dingo.

Grenades. Toss a Confusion Grenade at Dingo and he becomes befuddled and believes he's El Odio. While he believes he's the bull he has the same weaknesses as the bull. Otherwise, he is invincible and invisible at times.

First, confuse Dingo, then rush to Edgar and begin pulling out Banderillas from his back. Confuse Edgar if you must, but you should be able to get most of them out before he charges Dingo.

Once all the Banderillas are out of his back, concentrate on defeating Dingo. To protect Edgar, you must keep him from charging Dingo.

Dingo and quickly throw a Banderilla into his torso while he still thinks he's a bull; avoid retagging Edgar in the process.



Banderilla a few times to get it close to your target. The best thing to do is to throw them all in the middle of the ring as you take them out of Edgar's back. Stick Dingo four times to emerge victorious.

WATERLOO WORLD

In This Area	
Figments	243
Cobwebs	7
Vaults	2
Emotional Baggage	5
Baggage Tags	5

Asylum Lower Floors

Invisibility Needed

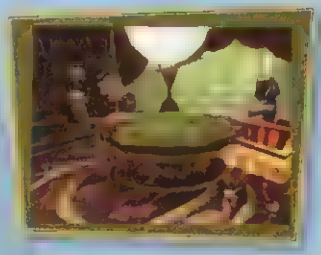
You must now earn Rank (30) and have the Invisibility Merit Badge to complete this level

Fred Bonaparte

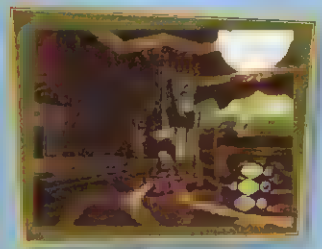
If you wish to Rank up or return brains to their owners, use the Bacon to return to HQ and when you are done return to the field. Walk up to Fred Bonaparte (3) and throw the Psycho-Portal on his head to enter Waterloo World.

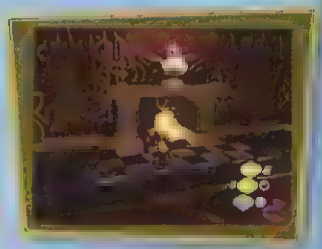
The Game Room

In Fred's mind, he is competing in a game of strategy with his ancient relative Napoleon Bonaparte. Fred **(1)** is still wrapped in a straitjacket. Napoleon **(3)**, sitting on the right side of the Waterloo game board, **(2)** is winning as usual.



After talking to Fred, a **HATBOX TAG (b)** appears floating behind his chair. Use Telekinesis to safely pull the **PRICELESS COIN (a)** out of the fire in the fireplace—this is not a Scavenger Hunt item. The coin is used once inside the game the Bonapartes are playing.

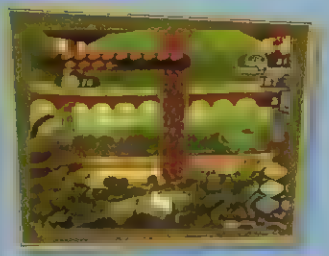




ON THE BOARD: MEDIUM-SIZED RAZ

Waterloo Game Board Locations	
Map #	Location
5	Orchard
6	Peasant (fights for Priceless Coin)
7	Napoleon's Stronghold
8	Carpenter's House (get burglar off rooftop)
9	Guillotine
10	Silo
11	Mansion (game room visible though back window)
12	Peasant Farmhouse (needs Fred's note)
13	Restaurant (Hearty Knight works for food)
14	Watermill Peasant (needs musket)
15	Left Gatehouse
16	Right Gatehouse

Climb the ladder and enter the game table. Move around the game board collecting all the Figments and locate the **SUITCASE TAG (c)** beside the model restaurant. If at any time you wish to return to the game room, climb the same ladder **(4)** upward and out of the game.



Your involvement in the game begins as Napoleon moves a soldier near one of Fred's bridges. For fun, jump into the square in the middle of Napoleon's castle and listen to what he has to say. To win the game, you must move Fred's knight to that space in Napoleon's castle. Talk to the small Napoleon on the game board for general information on how the game is played.

GAME BASICS

Waterloo World is three worlds in one: the world in the game room, the world on top of the Waterloo game board, and the world inside Waterloo. To shrink down even further, then enter the actual game and interact with the playing pieces, you must walk up to any of the key buildings and interact with it. Many of these places have exclamation points rising from their doors. The exclamation points indicate where you should go next.

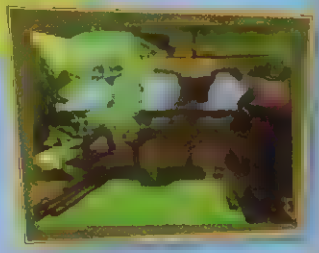
When you shrink down to the third and smallest size (tiny Raz) you become proportional with the structures on the playing board. Figments, Memory Vaults, Baggage, Tags and Cobwebs are all found on the game board.

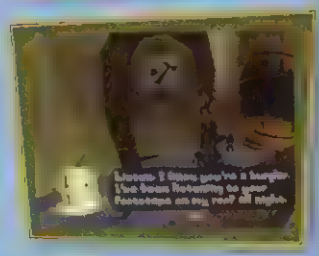
To move quickly from one end of the board to the other, or to take the first step in returning to the game room, you must return to medium-sized Raz. Locate one of the many champagne corks (indicated on the map). PSI Punch the cork or Palm Bomb over it to make it pop, then bounce and PSI Float up with the rising bubbles. The bubbling champagne geyser only flows for a few seconds, so you must act quickly. If you miss, pop the cork and try again.

In The Game: Tiny Raz

GET RID OF THE BURGLARS ON THE CARPENTER'S ROOFTOP

The first objective is to repair the bridge that Napoleon's game piece destroyed. Walk up to the carpenter's house **(8)** and shrink down to tiny Raz. Dust the **COBWEB (e)** from the side of the carpenter's house.

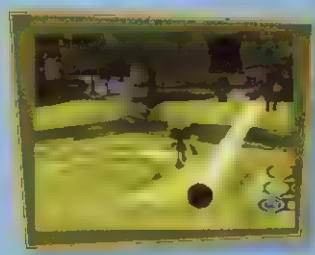


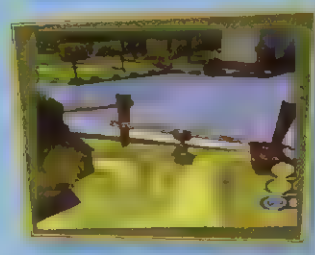


Punch the carpenter's front door or talk to the carpenter inside. He thinks you're a burglar and will not help until the actual burglar on the rooftop is gone.

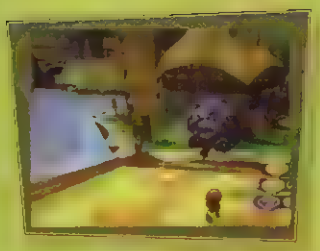
Walking Cannons

Locate the Walking Cannon between the nearby cork and the body of water. These enemies have armored shells and can shoot cannonballs. One way to defeat these enemies is to use Telekinesis to pick them up and throw them in deep water. They pop after a few moments of soaking. If you have Mental Magnet, the power-ups from the defeated Walking Cannons fly out of the water and come to you. A second way to defeat the Walking Cannons is to use a PSI Punch and follow it up with Pyrokinesis.





Farmhouse



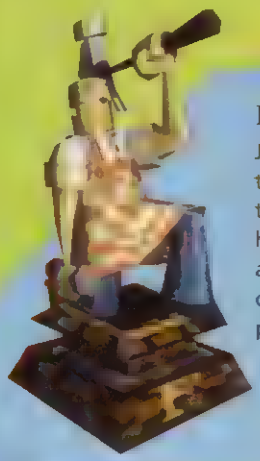
Head to the farmhouse **(12)** near the guillotine and collect the **ASTRAL PROJECTION LAYER (h)** beside the ladder on the left side of the house. Climb the ladder to the rooftop and bounce to the top trampoline. Turn towards the smoking chimney and PSI Float over the smoke.

The smoke pushes you upward. Steer towards and float down to the guillotine platform **(9)**. Use Invisibility to get under the watchful guillotine blade without it slicing you. Remain invisible while walking the tightrope to the Silo **(10)**.

Invisibility keeps you safe from the Shouting Censor on the Silo platform. PSI Punch the Censor and break through the boards blocking the entrance to the Silo. Defeat the Censors inside and note the **DUFFLE BAG (g)** on the floor. Come back later when you have the tag.

Break through the boards covering the next doorway. Use Invisibility to avoid the projectile attack of the Shouting Censor on top of the carpenter's house **(8)**. Cross the tightrope to reach the Censor. PSI Punch, TK, or PSI Blast the Censor and attack the Strongarm Censor on the top of the roof.

Punch the **MEMORY VAULT (f)**—also found on the rooftop—to obtain the **"Fred vs. Crispin"** memory.

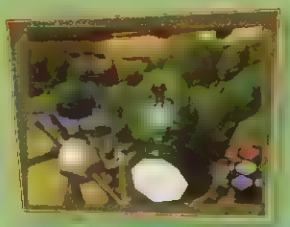


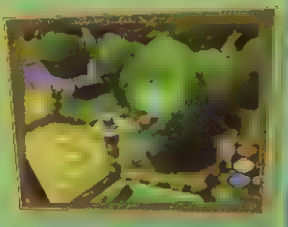
REPAIRING THE BRIDGE

Jump off the carpenter's roof and talk to him through the door again. Now that the burglar is gone, he agrees to help. Suddenly, a huge game piece appears in the space in front of the carpenter's house. It's the carpenter playing piece.

Carpenter Figments

The high floating Figments around the carpenter's rooftop and nearby cork are reachable by bouncing up to the top of the carpenter's hammer and PSI Floating down through the Figments

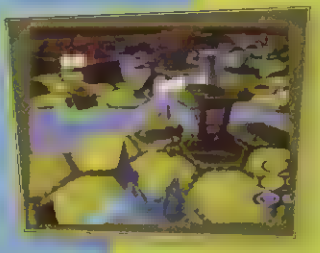




Use the nearby champagne cork to return to medium-size Raz. Use Telekinesis to pick up the carpenter playing piece. Throw him to the empty space next to the broken bridge that's in front of the carpenter's house. He then goes to work on repairing the bridge. Talk to the carpenter when he's done to hear his corny joke.

HOPELESS PEASANT

Now that the bridge is repaired, you need a militiaman to take out Napoleon's soldier that's on the other side of the river. Return to the farmhouse (12) near the guillotine and become tiny Raz. Go to the front door and talk to the resident. He feels Fred has given up on the people and doesn't care if they live or die. You must now restore the hopeless peasant's faith in Fred.



Pop the nearby cork, return to medium-sized Raz and climb the ladder (4) out of the game board and talk to Fred (1). Fred hands Raz a notice on his official stationary that states he'd be sad if they died. Take **FRED'S LETTER (i)**. If you have not used TK to reach the Priceless Coin (a) out of the fireplace yet, do so now to save a return trip.

Return to the farmhouse and show the peasant Fred's note through the door. The peasant can't wait to die for the cause. He appears as a large playing piece in the space in front of the farmhouse. Pop a cork and use Telekinesis to move the hope-filled militiaman to the space in front of Napoleon's soldier, beyond the newly repaired bridge.

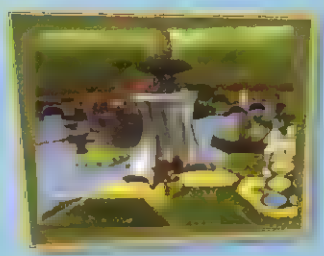
The militiaman and the soldier duke it out until both players are eliminated from the board. Napoleon is shocked that Fred accidentally did something correct.

NAPOLEON'S MOVE

Napoleon moves a man from his stronghold to the bridge across the river from the guillotine. The soldier hates bridges—claimed one killed his father—and proceeds to demolish the bridge.

FRED'S MOVE

Your carpenter is still in play. Use TK to remove the salt shaker from the two spaces near the bridge; just throw it anywhere and it shatters. Move the carpenter in the space just before the broken bridge. The carpenter does his thing again and the bridge becomes as good as new.

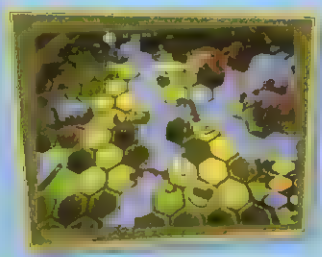


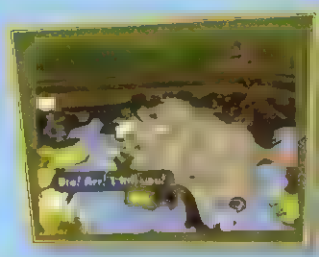
POOR PEASANT

Remain medium-sized Raz and walk over to the farmhouse (6) near the bridge. Shrink down to tiny Raz and talk to the home owner. This guy wants money before he fights. Luckily you have the Priceless Coin from the fireplace in the Game Room. He goes for the bait and leaves his house.

Use the trampoline beside his home to reach the lattice that's sticking through the straw rooftop. Climb the lattice to reach the **DUFFLE BAG TAG (j)** on the roof. Find the nearest cork and pop it. Float back up to medium-sized Raz.

Move the paid militiaman across the bridge to a space next to Napoleon's soldier who destroyed the bridge. They duke it out; there are no survivors.



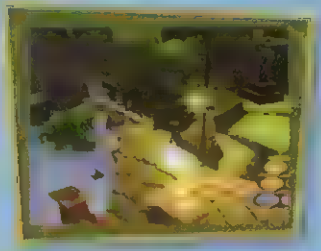


NAPOLEON'S MOVE: GUARD THE STRONGHOLD

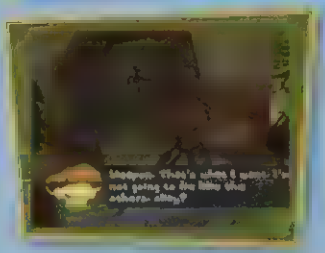
Napoleon is not about to lose to Fred. He moves a soldier out in front of the stronghold bridge between the gatehouses **(15 & 16)**. You need another militiaman to counter this move.

UNARMED PEASANT

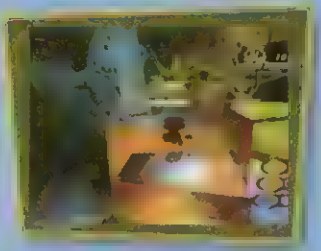
As medium-sized Raz, walk over to the watermill **(14)** and become tiny Raz. Bounce off the cork next to the watermill to reach the top. Keep bouncing off the roof sections until you reach the **GOLDEN BALL OF HATE (k)** under the flagpole. Jump down and speak with the inhabitant through the front door.



This guy is not stupid. He wants a musket so he won't die like the other fools that fought for Fred. He says there's one in the gatehouse (15); bring it to him and he'll fight.



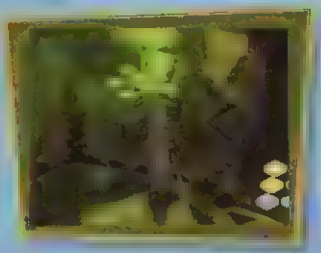
Instead of heading directly to the gatehouses, move up river away and collect the **COBWEB (l)** from under the gazebo-staircase. Walk under the stairs to find the **PURSE TAG (m)** in the pond behind this structure. Climb the stairs and obtain Figments and the **GOLDEN HELMET (n)** found inside the gazebo.

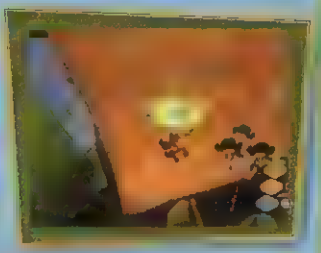


Head to the left gatehouse (16). Remove the **COBWEB (p)** from the doorway and defeat the Censors inside. Collect the many Figments and use the bars on the left side of the room to swing up to a tightrope. Cross the tightrope and jump and PSI Float to the ledge in the back. Reunite the **PURSE (q)** on this ledge with the purse tag (m) found earlier.

Slowly walk off the edge of the wooden platform to perform an automatic grasp onto the edge of the ledge. Shimmy to the right under the rafter, through the Figments, and out to the window ledge.

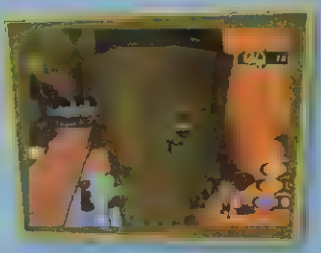
Walk along the tightrope strung between the window ledge and the nearby flagpole. Climb the flagpole to the top. Turn your back to the gatehouse's rooftop. Jump and PSI Float down to the rooftop and defeat the Censors.





Bounce as high as you can towards the pole found midway between the gatehouses. If you can grab onto it, swing from it, then jump and PSI Float to the mesh-covered chimney on the next gatehouse (15). If you just miss the pole, you may still be high enough to PSI Float to reach the mesh-covered chimney.

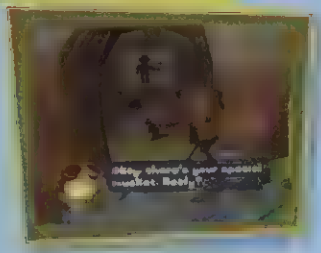
Clamber around the chimney to reach the gatehouse (15) rooftop. Destroy the Censors and remove the **COBWEB (o)** from the attic window. Inside the gatehouse, select Pyrokinesis and burn the large bail of hay on the lower floor to uncover the **MUSKET (r)**.



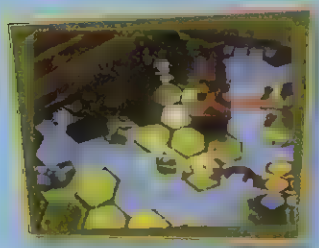
There are smaller haystacks on a ledge above the Musket. Burn them all to find a hidden Figment and some power-ups. Also on this ledge is the **STEAMER TRUNK TAG (t)**. Burn the lower door to create an alternate exit out of the gatehouse.

Now is a good time to dust the **COBWEB (s)** from the gatehouse's side window that's facing the drawbridge. There's also a hidden Figment behind the Cobweb.

Return to the watermill (14) with the Musket and the peasant within is convinced to fight. The large playing piece appears in a space next to the watermill. Use the nearby cork to return to medium-sized Raz.

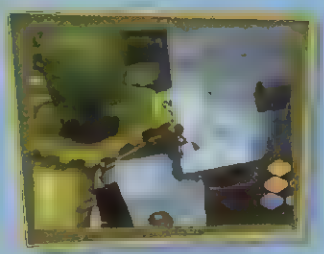


Move the musket-armed militiaman to a space in front of the soldier that's in front of the gatehouses. The Musket seems to do the job until he has to reload—again, no survivors. Napoleon retreats to the stronghold (7), pulls up the drawbridge and resorts to cheating by jamming the bridge gears.

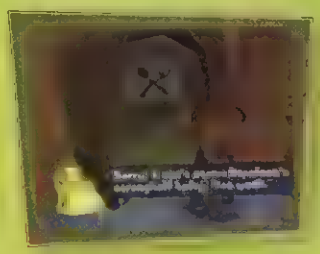


THE HEARTY KNIGHT

Walk over to the restaurant (13) and become tiny Raz. Bounce off the trampoline in front of the restaurant and again off the rooftop. PSI Float over the smoking chimney and float to the small block on the backside of the roof. Bounce from the block to the top of the roof to reach the **GOLDEN QUESTION MARK (v)**.



Talk to the hearty knight through the front door. He says he's too weak to eat. He needs an elite cuisine. Head to the nearest cork and return to medium-sized Raz. Run over to the Orchard (5) and shrink down to tiny-sized Raz.



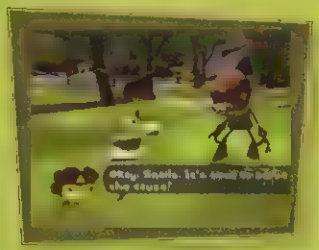
The Orchard

Harvesting Figments

Notice the Figments in the trees in the orchard? Every two trees are bound together with straps and a large leather cushion (tree shakers). To obtain these Figments, PSI Punch the tree shakers and keep punching until all the Figments fall from the trees. Next, collect the fallen Figments from the ground

There are a few Strongarm Censors and a nearby Walking Cannon in the orchard area. Burn the Censors before they can reach you—it's a riot to see them running around on fire. Use Telekinesis on the Walking Cannon and throw it into the closest body of water. It takes a few throws to get the Walking Cannon into the water near the orchard.

There are 10 small snails in the orchard. A snail counter appears on the screen above your hot buttons that tracks collected and remaining snails. The easiest way to catch the snails is to use Telekinesis. Approach a snail and press the TK hot button and the snail comes to you. Once all 10 snails are captured, they become a large escargot bucket playing piece.

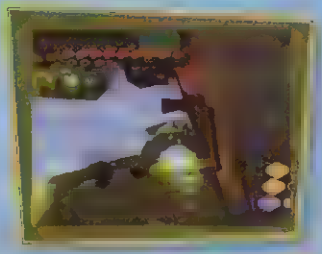


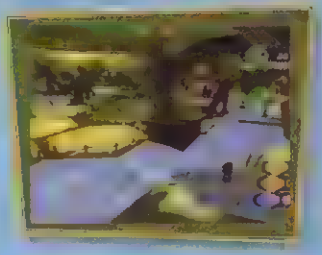
Return to medium-sized Raz and use TK to move the bucket of snails to a space touching the Hearty Knight's restaurant space. Once in place, you automatically appear at the knight's front door. He loves the delicacy and is ready to storm Napoleon's stronghold. A large Hearty Knight playing piece appears outside the restaurant. There's no need to move this piece until you free the obstruction from the stronghold's drawbridge gears.

FREEING THE GEARS AND LOWERING THE DRAWBRIDGE

Defeat the Censors and Strongarm Censors on the stronghold (7) island. Go to the left side of the stronghold to find the **STEAMER TRUNK (u)** on a small platform.

Just around the corner from the Steamer Trunk are a ladder and a small platform. Climb the ladder to the platform. The goal is to reach the front of the stronghold using the tightropes and small wooden ledges around the outer walls of the stronghold. Use bubble bounce and PSI Float to reach the ledges that aren't connected by tightropes. Expect to encounter a Shouting Censor along the way. Use TK from a distance to throw him in the moat, or PSI Blast it.





Activate Invisibility while on the sword blade platform and quickly cross the tightrope to the vertical sword blade. Stand a few feet away from the vertical sword blade so you can bounce into the air and PSI Float over the blade. Float downward while steering for the spire in front of the stronghold.

There's a Walking Cannon on this spire, and using Invisibility allows you to land next to him without being shot out of the air. Use TK to throw him in the moat.

A Walking Cannon defends the next spire on other side of the stronghold entrance. Use Invisibility again before you bounce and PSI Float to the next spire. TK the Walking Cannon into the moat and then use TK to pull the spike out of the drawbridge gears.

Bounce and PSI Float to the inside of the stronghold. Punch the **MEMORY VAULT (w)** to uncover the **"Fred vs. Napoleon"** memory.

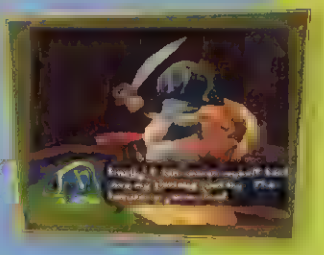
CLEANING UP

Before you make the game's winning move by placing the Hearty Knight into the stronghold, roam the lands one more time to find the missing items and Figments. There's a **COBWEB (d)** on the lower guillotine **(9)** keeping you from the **SUITCASE (x)** found underneath.

Match the **DUFFLE BAG (g)** in the silo (10) with its tag (j) found on the rooftop of the peasant's house (6). Dust the **COBWEB (z)** found in a trench beside the mansion (11). The Cobweb seals a small cave where the **HATBOX (y)** is hidden.

BEATING NAPOLEON AT WATERLOO

Return to medium-sized Raz and move the Hearty Knight into the blue space in the middle of the stronghold. This is the winning move. Napoleon can't believe what he is seeing, yet is proud of his descendant for finally winning and showing that some Bonaparte blood runs through his veins. Napoleon fades from Fred's mind as you are ejected from his head and returned to the asylum's Lower Floors.



Asylum Lower Floors

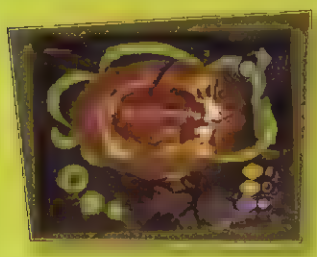
Once back in the real world, Fred realizes he is no longer haunted by Napoleon and Raz helps him off with his straitjacket. You now have a **LAB COAT (k)**, which completes the Dr. Loboto costume.

THE ASYLUM

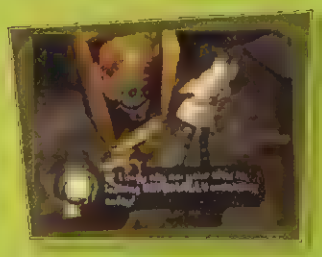
Asylum Lower Floors

Crispin Whytehead

There's only one thing left to do on the Lower Floors, and that's to get by Crispin. Access your backpack and select Gloria's Trophy for your claw hand. Select the Dr. Loboto Portrait to use as a mask and the Straitjacket to pass as a lab coat.



Once you are fitted with a complete Dr. Loboto costume, approach Crispin. He allows you into the elevator behind him. The elevator takes you to the Asylum Upper Floors.



ASYLUM UPPER FLOORS

In This Area	
PSI Challenge Markers	1
Scavenger Hunt Items	0
PSI Cards	16
Brains	9

First Floor

Upon exiting the lift **(1)** equip PSI Blast, Shield and Levitation. Proceed through the dark and decaying hallway of the abandoned asylum.

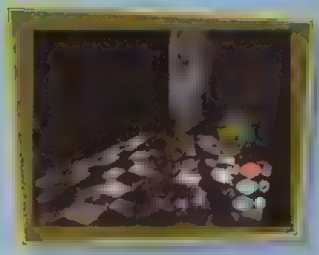
RATS!

When you hear squeaking rats, prepare to target select and PSI Blast, throw a Confusion Grenade, or use Pyrokinesis. Rats travel in packs and they can move on walls, meaning they can seep through holes in the ceiling. They have the ability to confuse; however, if you use fire on them, they lose this ability.

Continue past the stairs and over the mattresses **(4)** at the end of the hallway. Pick up the **PSI CARD (a)** in the dark beyond the mattresses. Jump back over the mattresses and head upstairs **(3)**.

FLOORS 2 & 3

Upon reaching the second floor, turn right, cross the wooden planks over the hole **(4)** and punch the boards that seal the room **(5)** shut at the end of the hallway. At one end of the dark room is a **PSI CARD (b)**. At the other is a bathroom. Enter the bathroom and find Benny's **BRAIN (c)** in the second stall.



The next room **(6)** in the hall is itemless. Continue down the hallway and zap the attacking rats as you pass the next hole in the floor. At the end of the hallway, look for the top of the lift sticking up through the floor **(8)**. Stand in the intersecting hallway while facing the large hole in the floor and bounce up to the pipes above **(7)**. Swing from pipe to pipe to clear the gap.

Enter the elevator shaft **(9)** and walk off the top of the lowered elevator to the lower shaft entrance. There is another **PSI CARD (d)** here.

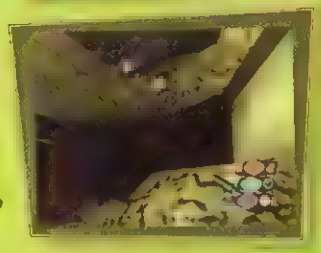
First Floor (Again)

Head out of the lower shaft and around the hallway to the collapsed ceiling **(10)**. Climb up the ceiling section to access the second floor again, but in a new area.

Second Floor (Again)

Jump onto the fallen pipe **(11)** on the second floor to cross the large gap in the floor. While sliding on the pipe, jump and PSI Float into the room on the left **(12)** before reaching the next floor section. Bobby's **BRAIN (e)** is inside the room behind the door. Jump out of the room to the pipe and continue sliding to the next floor section.

The next room **(13)** is empty, so continue to the end of the hallway and bubble bounce up through the hole in the ceiling. Use the mound of rubble as a launching point. Pass through the **PSI CARD (f)** on the way up to the third floor.



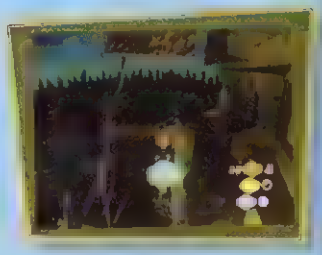
Third Floor

As soon as you enter the third floor, turn around and pick up the **PSI CARD (g)** near the end of the hallway. The rest of the third floor is caved-in, so climb the nearby stairs to the fourth floor.

FLOORS 4-8

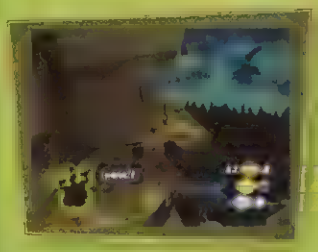
The fourth floor is similar to the last—limited accessibility. Defeat the rats after heading right through the open doorway **(14)**. This and many rooms to come are missing their outer walls and are open to the outside.

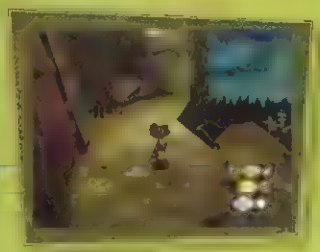
Bounce from the broken wall to reach a low hanging pipe. Swing from the pipe to reach the broken column with a **PSI CARD (h)** on top. Jump to the next wall section to recover Elka's **BRAIN (i)**. Bounce up to the higher ledge near the brain jar **(17)**.



Sixth Floor

Before entering the open doorway, bounce and PSI Float around the broken wall (it divides this room from the next) and land on the broken floor behind the wall **(18)**. Jump out to the small broken section of floor and take the **PSI CARD (k)**.



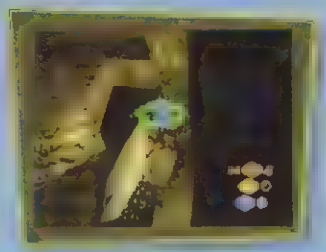


FIFTH FLOOR

Drop down to the lower floor **(19)** beneath the slab on which you stand. PSI Float down onto the broken top edge of wall on the fourth floor to obtain another **PSI CARD (j)**. Bounce back up the wall sections and back up to the sixth floor ledge (17).

Sixth Floor

Enter the open doorway on the sixth floor and take the stairs **(20)** up to the lopsided seventh floor. You must walk on the side of the stairs; the twisting steps cause you to slide back down to the lower floor.

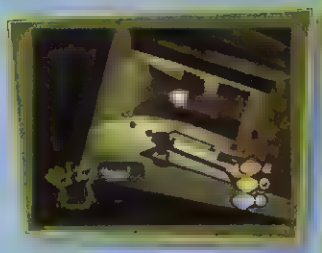


Seventh Floor

Enter the room **(21)** to the left as you reach the top of the twisted stairs. Inside the room is a **PSI CARD (l)**. Take the card and exit the room. Just outside the room is a bed. Above the bed is a hole in the ceiling **(22)**. Jump on the bed to spring upward to the sideways eighth floor.

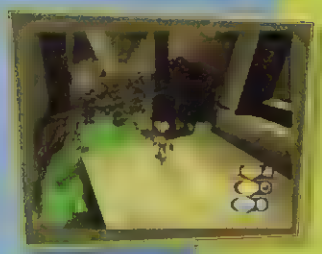
Eighth Floor

The tower is so twisted and lopsided that the eighth floor is completely sideways You must walk on the wall as if it were the floor. Use Pyrokinesis to burn the pack of rats that attack the moment you set foot on the floor. Head across the wall to the end of the hallway where an open door in the adjacent wall (or the ceiling) serves as a ramp to reach the next floor.



NINTH FLOOR

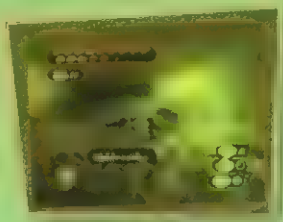
Move to the end of the hallway **(24)** to reach a large open room. This large room is a mix of multiple floors and rooms with collapsed floors and walls. Although in ruins, this area seems more upright than the previous two floors. Bubble bounce from the entry slab over the toxic green liquid and onto the checkered archway **(25)**.



ASYLUM ASCENSION

Rat Alert

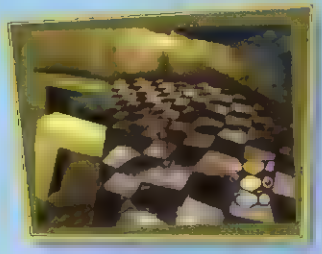
You're in trouble; the rats are back for more and it's no surprise. When confused by an exploding rat, stand still and turn invisible. This keeps you from wandering off a high ledge. Turning invisible when you see rats moving in your direction buys you time to act more effectively, or allows the confusion to wear off before another attack. When hit by one exploding rat, a chain reaction begins. Expect to be surrounded by a pack of exploding rats and a thick cloud of confusion.

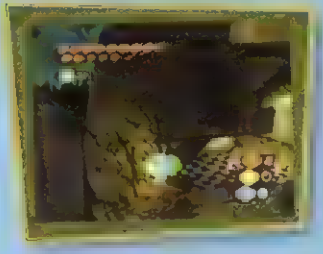


Collect the **PSI CARD (m)** from the table on the checkered ledge. This is where the rats first attack. Jump down to the floor and collect the **PSI CARD (n)** near the fallen cement columns, then return to the checkered ledge. Use the metal framework on the side of the checkered ledge to reach the top of the same ledge.

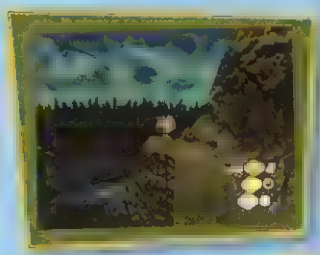
Jump and PSI Float from the checkered ledge **(25)** to the top of the columns near the **PSI Card (n)** on the floor. Next, go to the windowsill to reach Quentin's **BRAIN (o)**.

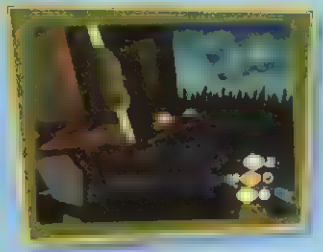
Bounce from the window back to the columns to reach the large checkered floor **(27)** above the window, or use the crooked stairs **(26)** and a long bounce and PSI Float to reach the same floor. Defeat the rats and walk along the top of the thick, broken outer wall. Walk upwards along the slanted, partial wall **(28)** until you are within bouncing distance of the next partial floor **(29)**. Bounce to the partial floor and take the **PSI CARD (p)** from the edge.





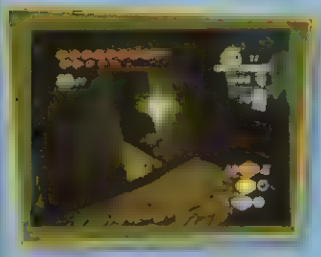
Climb the pole (29) on the partial floor and jump to the top of the broken outer wall **(30)**. From here you have two options, and both lead to new items.
Turn and face the bent metal bar **(31)**. Jump to this bar and swing to the next. Jump from the second bar to the large wooden platform **(32)**. Jump from the end of the wooden platform to reach the small circular platform that holds the **PSI CARD (q)**.

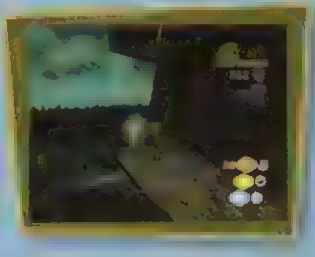




Return to the previous broken outer wall (30) the same way you just came and climb the metal framework to the small wooden ledge above. Climb the metal framework **(34)** in the hole in the outer wall to the next dilapidated wall section **(35)**. Collect the **PSI CARD (r)** on this outer wall.

Look away from the tower and down to the lower ledges along the exterior walls. Below are a few ledges, each holding brain jars. Walk off the broken wall (30) and PSI Float down to the closest ledge and punch the first **BRAIN (s)** jar. This brain belongs to Phoebe. PSI Float to the small, exterior, wooden ledge below to collect Dogen's **BRAIN (t)**.



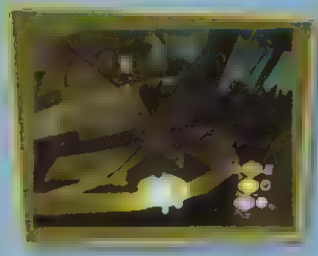


Reenter the tower through one of the narrow windows on Dogen's ledge, then bounce, latch onto, and climb the now familiar pole (29) that leads to the broken wall ledge (30). Continue upward on the metal framework (34) to return to the ledge (35) you jumped off of to get to the brains.

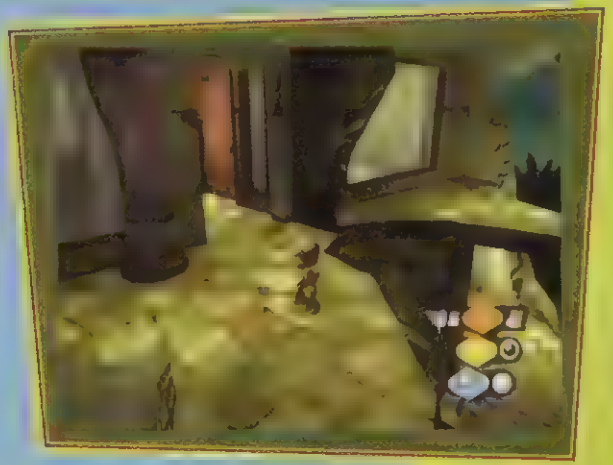
While you're on the outer wall, bounce upward to reach the metal framework **(36)** through the next wall piece above. Climb the exterior framework as high as you can to reach the final outer ledge **(37)**. Jump over the remaining framework to return inside the tower next to an old rusty bed. Use the rusty bed to bounce up to the next floor **(38)**. Battle the rats running toward you through the following hallway.

Bounce and PSI Float from the edge of the hallway floor (38) to reach the distant wooden ledge **(39)**. Punch the **BRAIN (u)** jar belonging to Crystal and then take the **PSI CARD (v)** from the same ledge. Return to the previous hallway using another bounce and PSI Float.

Bounce up and float carefully to the top of the inside hallway wall **(40)**. While standing on top, look to the large, curvy metal pipe in the middle area. A **PSI CHALLENGE MARKER (w)** sits on the highest bend in the pipe. This is close to the floor above, so walk along the top of the wall until you are a just below eyelevel with the marker. Bounce and PSI Float to the PSI Challenge Marker. Do not try to land on the pipe, but instead float through the marker. Land on the partial floor **(41)** below to avoid having to backtrack a great distance.



Return to the hallway (38) and use the old bed at the end to bounce up to the next floor **(42)**.



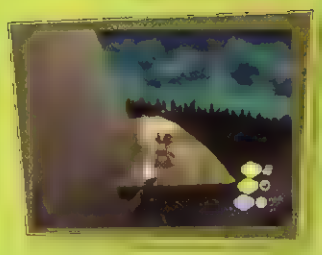
Sixteenth Floor

Walk into the hallway and look through the large window of the room on the right **(43)**. There's a chair jammed under the doorknob inside the room, which is keeping you from entering the room. Use Telekinesis through the window on the chair to remove the chair from the door. Enter the room and use the bed to bounce up through the hole in the ceiling **(44)** to reach the next floor.

Drop down through the smaller hole in the floor **(45)** to reach the second room on the lower floor. Inside this room is Clem's **BRAIN (x)**. Bounce back up to the seventeenth floor through the same hole in the ceiling.

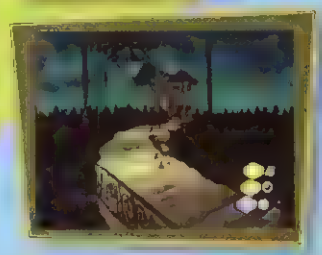
Seventeenth & Eighteenth Floor

Climb the pole **(46)** to the checkered eighteenth floor. Cross the tightrope to the small partial floor section on the other side of the room. You could also bounce and PSI Float to it. Jump on the brown pipe that leads out of the tower and around to a ledge outside. The last **PSI CARD** (y) in the Upper Floors is on this ledge.

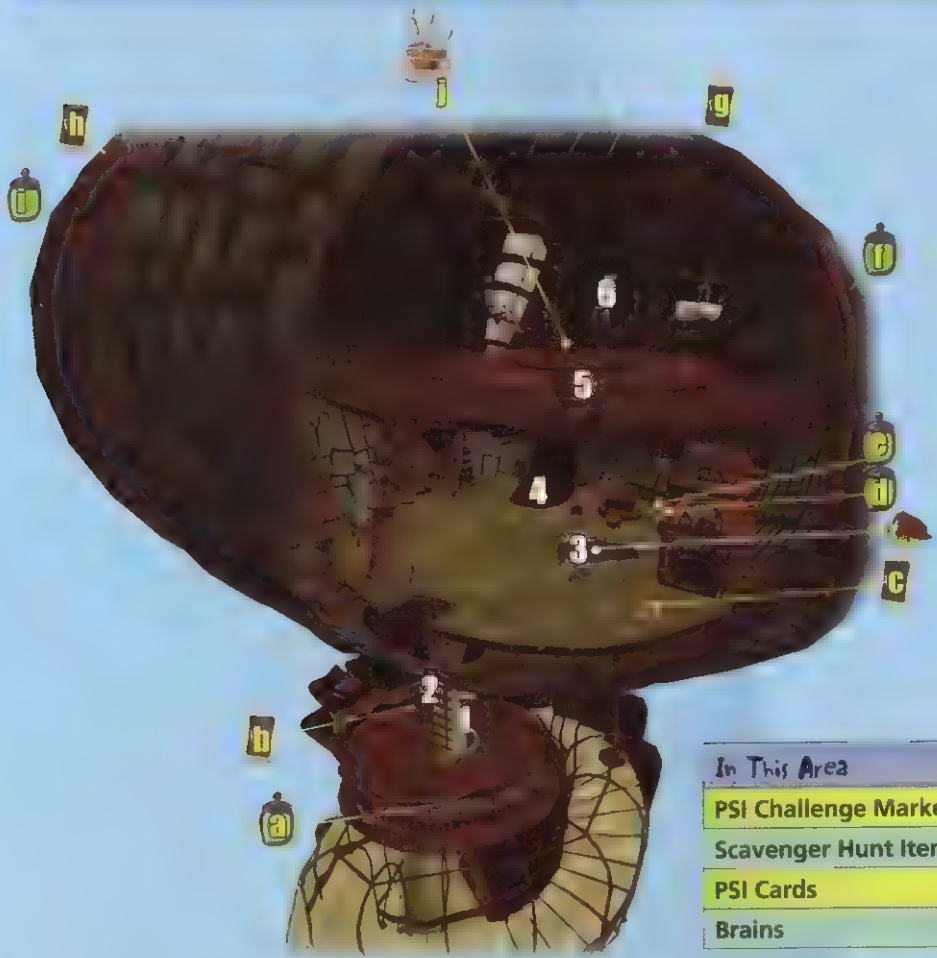


From the PSI Card ledge, climb the metal framework on the outside wall to the top and walk across the small floor piece. Carefully hop onto the wooden rafter (there's a small gap between the floor slab and the beam you could fall through) and walk to the end to retrieve the last **BRAIN (z)** in the Upper Floors—this brain belongs to Nils.

As you walk to the opposite end of the wooden beam, Sheegor appears on the walkway outside the tower and warns you to go no further. Follow her outside and continue to the end of the descending walkway to enter the lift at the end.



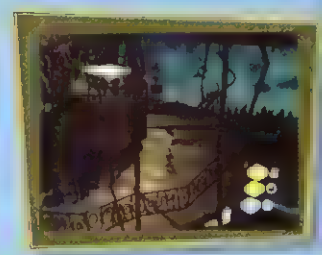
THE LAB OF DR. LOBOTO



In This Area	
PSI Challenge Markers	0
Scavenger Hunt Items	0
PSI Cards	4
Brains	3

Getting Past the Crow

At the top of the winding stairs is a wooden platform where a caged crow **(1)** sits and waits patiently. When the guard-crow hears or sees someone, he presses a large red button through the bars of his cage. This button retracts the steps to the platform making you slide back down the stairway. Use Invisibility, Telekinesis, or Confusion to sneak past the crow and collect Vernon's **BRAIN (a)** on the same platform. Once you are on the platform, the crow is inconsequential.



Collect the **PSI CARD (b)** near the crow's cage. Climb the ladder **(2)** behind the crow to reach the top level—the dome—Dr. Loboto's Laboratory.

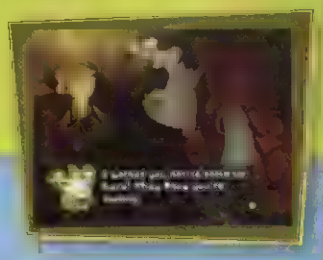
The Laboratory

Sasha's **(d)** and Milla's **(e)** brains are on Dr. Loboto's table. The brain tank is nearby. His intentions are clear, but your comrades are not violent enough for the tank. The objective is to rescue these brains from the doctor.

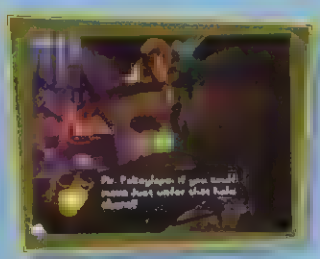
Notice the force field around the doctor; this is impenetrable and if you touch it, the doctor is alerted to your presence and you're automatically sent to the chamber above where Sasha, Milla, and Lili are held captive.

Exit the lab through the doorway across the room **(4)**. The walkway that wraps around the laboratory dome ascends to the upper chamber. Circle the entire walkway to recover the two **PSI CARDS (g & h)** and the two **BRAIN (f & i)** jars belonging to Mikhail and Elton.

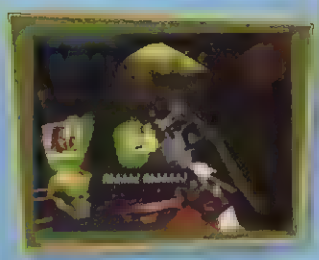
Enter the chamber **(5)** at the top of the dome. Sheegor is concerned about her turtle's safety. You agree to rescue Mr. Pokeylope from the lab. Sheegor says Mr. Pokeylope always tells her what to do and he'll be of assistance to the cause once returned to her. Take the **BIRTHDAY CAKE (j)** from the table and talk to Lili **(6)**. Use Clairvoyance on her and the others to see how they picture you. Talk to Lili again to really annoy her.



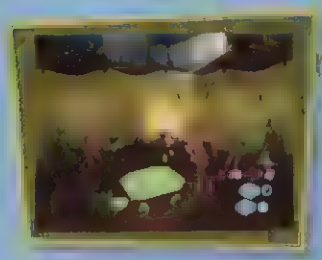
Return to Dr. Loboto's laboratory. With the Birthday Cake in hand, stand so you are towards the front of Mr. Pokeylope's aquarium **(3)**. The turtle is attracted to the cake. When the turtle moves directly under the hole on the top of the aquarium use Telekinesis to remove the turtle and throw him on the floor nearby. Pick up Mr. Pokeylope and return to the chamber above **(5)**.



Upon entering the upper chamber, Raz automatically returns the pet turtle to Sheegor.



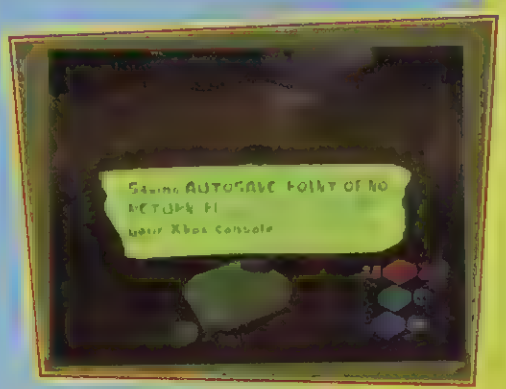
Leave the captivity chamber, return to the lab and use Telekinesis to throw Mr. Pokeylope's brain into the brain tank.



Before you help free Lili, read the following paragraph, "Point of No Return."

Point of No Return

The moment you PSI Blast or PSI Punch the lock holding Lili in her chair, an automatic save is written to your memory card. This save is named, "Point of No Return." From here on out you cannot return to the camp through normal game progression—nor can you return to the Asylum. The Bacon cannot be used to return to HQ and you cannot backtrack through the next level. So, after collecting the three Brains and four PSI Cards in this level and before you blast Lili's lock, use the Bacon one last time to return to the camp and rank up, find everything you missed in and around the camp, then talk to your friends one last time.



Brain Count

The three-brain total in this area doesn't include Sasha's and Milla's brains. You rescue them, but never physically smash the jars or rebrain at Cruller's lab for a Mental Health maximum capacity boost.

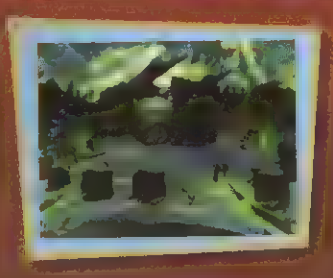
ASYLUM RUINS

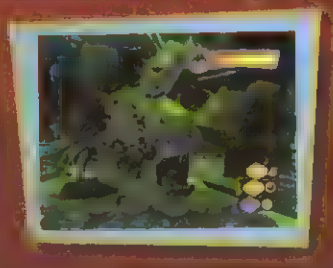
Dr. Loboto's Specimen Chamber

After events unfold, everyone gathers in the ruins as the Coach brainlessly stumbles through the rubble. Suddenly, the Brain Tank with the Coach's brain as the pilot appears from the rubble and manages to blast everyone but Raz with one amazing shot.

Stage One

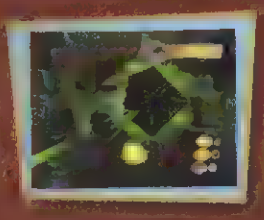
tank. There's an inner barrier constructed of wooden debris, which acts as the second line of defense. Multiple, large, green TK hands assemble an outer barrier made up of large chunks of masonry. This outer layer is continuously being repaired when damaged. These





BATTLE PREPARATION

Set Pyrokinesis, Telekinesis and Shield to hot buttons. Use Pyrokinesis to burn the wooden inner protective ring from around the tank. Use Telekinesis to pick up rubble and use it to smash larger rubble and the Tank. Engage the Shield to stay safe from masonry attacks.



DAMAGING THE TANK

The outer layer of masonry blocks orbit around the wooden, inner, protective layer of the Tank. On the ground and surrounding the orbiting masonry chunks are smaller chunks of masonry. This is your ammunition. Use TK to pick up and throw

regenerate. They fall from the sky and quickly replace the ones you pick up. Damage is certain when hit by one of the falling block replacements.

If you stand close enough to a few, small masonry blocks you can quickly throw one after the other at the circling larger blocks. If you throw quickly enough and destroy the larger blocks before they are thrown, you never need to use your Shield to protect against an attack.

Once more than half of the large orbiting masonry chunks are

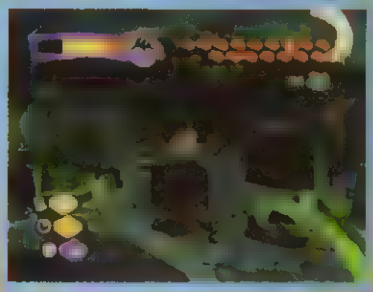
large orbiting blocks again.

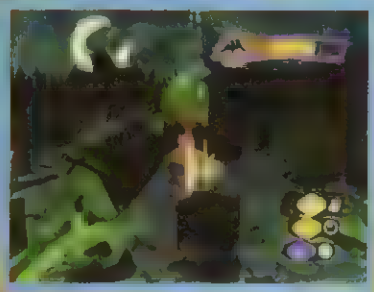
Mental Health Power-ups

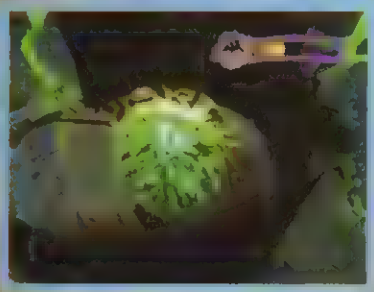
Break blocks if you're low on health. Random orbiting masonry blocks you destroy create one Mental Health power-up

Stage Two & Three

ring, which is reconstructed in each stage. The sooner you can burn a space open in the inner ring, the sooner you can attack the Tank







The Aftermath

The battle is won when a sizable hole is created in the Brain Tank's cockpit, but the war is not over. Raz must climb up to the top of the Tank to peek inside. The Coach's brain splashes some green fluid out of the hole and onto Raz. The green substance contains the same ingredient used in the sneezing powder Dr. Loboto used to extract brains from his victims. Raz sneezes his brain onto the ground.

BRAINLESS BUT NOT USELESS

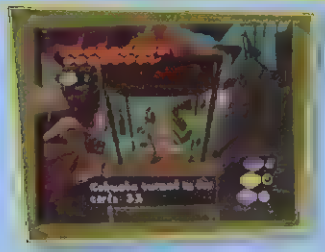
It seems all is lost and a traumatic end to the adventure has occurred as Raz's body walks aimlessly around the ruins repeating, "Tee Vee." But the brain is not powerless; it still has all its hard-earned psychic training. Use Telekinesis to pick yourself up ("you" now being your brain) and throw yourself into the Brain Tank. This takes a few attempts, as you are quite some distance from the Tank.

MEAT CIRCUS

In This Area	
Figments	94
Cobwebs	3
Vaults	1
Emotional Baggage	5
Emotional Baggage Tags	5

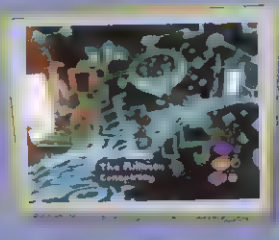
Meat Circus

Raz's childhood circus memories are mixing with Oly's son-of-a-butcher nightmares. Collect the many Figments from the first street and approach the small fortune teller booth near the entrance to the tent. Use this booth **(1)** to cash in all your Brains, Cobwebs, and PSI Cards to increase your Rank. This is great news for those of you who did not return to HQ just before the "Point of No Return."

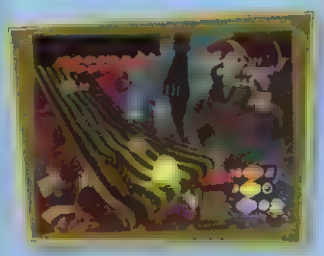


The Collective Unconscious

All the doors in the Collective Unconscious are now open. To enter the Collective Unconscious, use the Smelling Salts. You can't return to camp (the Brain Tumbler is no longer present), but you can return to all the previous mental worlds and collect missed items. Use the gypsy booth at the entrance of the tent to cash in Cobwebs found in the other mental worlds.



Bounce to the top of the entrance awning and collect the **STEAMER TRUNK TAG (d)**. Take the tag to the end of the crumbled street and reunite it with the **STEAMER TRUNK (a)** sitting on a small mound of meat. Look over the edge of the street behind the Steamer Trunk for a **GOLDEN QUESTION MARK (b)** and a **HATBOX TAG (c)** on the small slabs of street below. Use Levitation to reach these items and bounce back up to the main street and enter the circus tent to continue following Oly.



TENT CHALLENGE: STAGE ONE

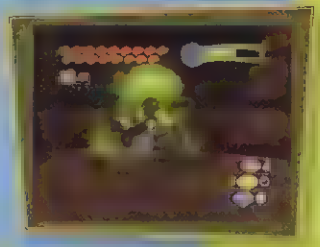
The long term goal is to rid the monster that haunts Coach Oleander. Inside the circus tent, Oly chases after his bunny. He's afraid his father is going to butcher his pet. A large grinder **(3)** in the middle of the tent spews forth a Demon Bunny. This monster is mostly interested in hurting Oly. Use any attack on the creature to destroy it: three punches, PSI Blast, fire or Palm Bomb.

Fun with Clairvoyance

When you get a chance, use Clairvoyance on the different characters in the tent

The challenge in the tent is to protect Oly from the Demon Bunnies while catching and handing the bunny to Oly. The tent is full of meat slab platforms. Oly has a health meter in the top right corner of the screen. You fail the challenge if his health is completely drained. If you fail, you start at the bottom of the tent. Set PSI Blast, Confusion, and Levitation to hot buttons.

To capture Oly's bunny, throw a Confusion Grenade at it to stop it from hopping. Approach the bunny, pick it up and hand it to Oly. You could also use Telekinesis to hold the bunny in place until Oly grabs the bunny himself.



When Oly grabs his bunny, his health is replenished as he sails to a higher slab of meat. If Oly is defeated at any time before he reaches the exit platform, you restart the challenge at the bottom of the tent.

As soon as you enter the tent **(2)**, look back and to the left for the **SUITCASE TAG (e)**. Defeat the Demon Bunny to help keep Oly healthy. Throw a Confusion Grenade at Oly's bunny and pick it up, or use Telekinesis to capture the bunny. Oly carries his bunny up to the next level of meat **(7)**.

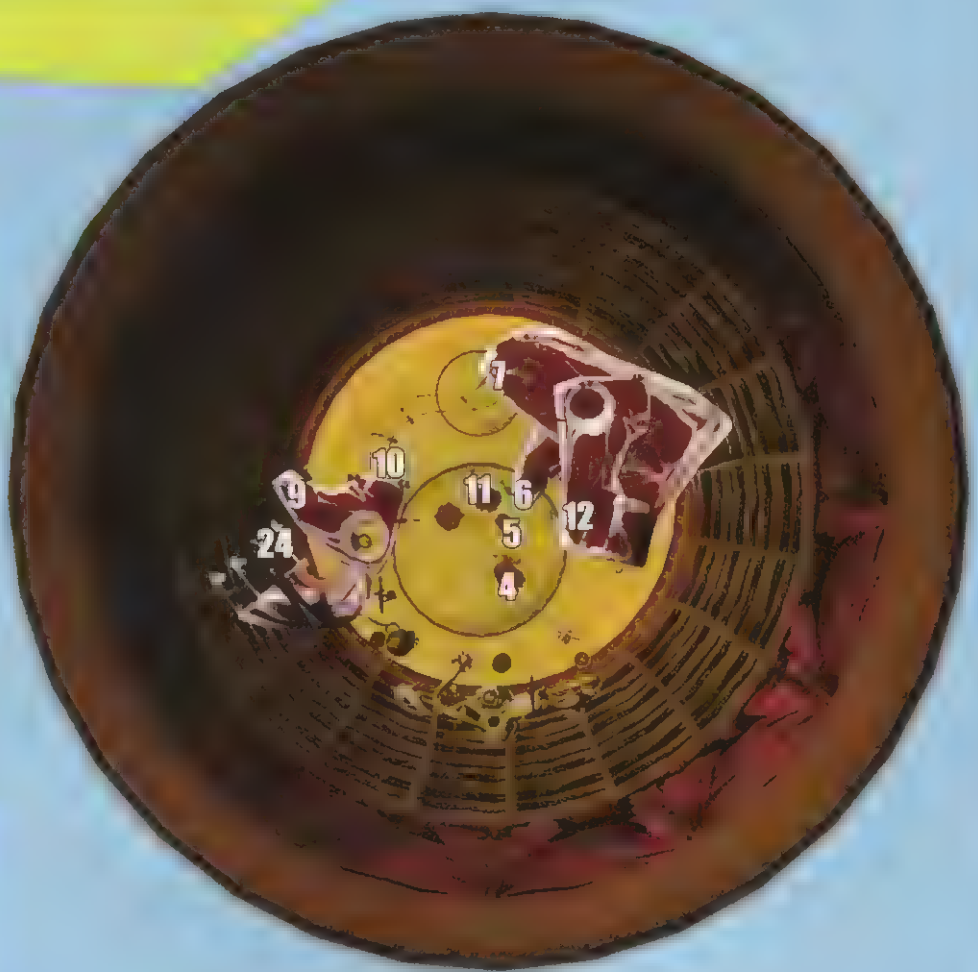
Climb one of the two ladders **(4)** flanking the Demon-Bunny-producing-meat-grinder **(3)** and bounce from the top of the platform to the small floating watermelon-looking platform **(5)**. Bounce from this small platform to the larger meat platform **(6)** with the fat lady on it. Bounce off the top of the fat lady to reach the large meat platform (7) above where Oly is located.

Defeat the Demon Bunny that's currently attacking or pursuing Oly. There's a grinder **(8)** on this platform that continuously produces Demon Bunnies, so act quickly. You must quickly capture Oly's bunny to keep newly-created Demon Bunnies from harming Oly. Reunite the **HATBOX (f)** on the end of the platform with the tag.

TENT CHALLENGE: STAGE TWO

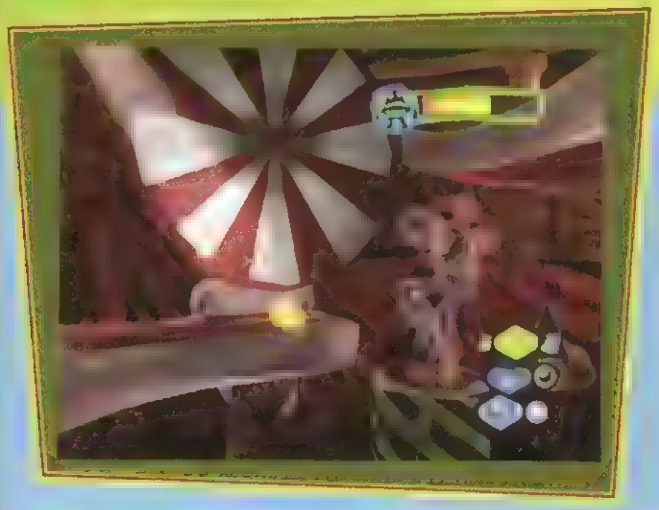
After capturing Oly's bunny, Oly is carried up to the next level and his health is replenished. You find yourself on the edge of the meat platform (7) facing a large trapeze.

Jump and swing from the trapeze to the lowest of a series of bones (8) protruding from a large meat platform. Swing up to the fourth bone, turn around on the bone and swing upward to the fifth and then the sixth and highest bone. Swing and jump from the highest bone to the nearby meat platform **(9)**.

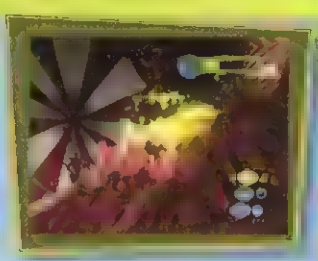


Run to the left end of the platform and rail slide across the rightmost rail **(10)**. Jump to the left rail if you want to get the second of the two Figments on the rails. You slide to a large meat slab platform **(12)** with a large spinning knife wheel on the opposite end.

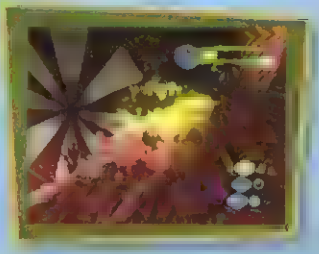
Notice the knife thrower on the nearby, small meat platform **(11)**. Set Shield to a hot button in front of the large spinning knife target. Stand close to the edge of the meat platform (12) while in front of the target. When the knife thrower throws a knife, activate your Shield.



The knife bounces off the Shield and sticks in the spinning target behind you. Block a second knife attack, then quickly face the right and jump and grab onto one of the knives in the target. Begin swinging on the knife. You can either ride on the target for one complete revolution before you have enough swinging power to leap from the knife when it's at the top of the target or PSI Float to the upper meat platform **(13)** to the right of the target. Oly is on this platform.



There are two meat grinders spitting out a Demon Bunny each on this platform. Defeat the two Demon Bunnies attacking Oly, then quickly capture Oly's bunny. When Oly receives his pet they again float up to a higher level **(17)**.



TENT CHALLENGE: STAGE THREE

After Oly floats to the next meat platform **(18)** you regain control on the far end of the platform **(14)** facing a series of small floating pieces of meat. Bounce from slab to slab avoiding the new knife thrower **(15)** as you continue to the next spinning, target platform **(16)**.

Stand on the edge closest to the knife thrower's platform and use the Shield to deflect the throwing knives. Jump up and swing from the knife sticking in the spinning target. Once you are spun to the top of the target, leap and PSI Float to the small meat platform to the right (17).

Quickly run to the other end of the small meat platform and jump onto the attached tightrope. Jump or move quickly to avoid the knife throwers' knives (there are two in the area).

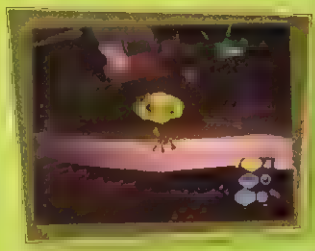
Midway across the tightrope is a second tightrope above the first. Jump up to this tightrope and follow it to the right to reach the meat platform to which it's attached. Oly is on this platform and is being attacked by three Demon Bunnies.

All Figments

If you are after all the Figments, there is a third tightrope that can be reached by jumping from the second tightrope where all the tightropes cross one another. New Figments are reached via the highest tightrope and a trapeze that allows you to swing to the exit platform **(19)**.

Quickly defeat the bunnies, capture Oly's bunny and hand him over to Oly. Oly flies to the last platform at the exit. He is safe from attack now. The hardest part of the challenge is over.

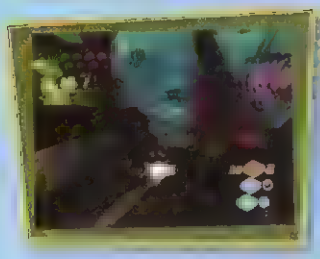
Use the highest of the three tightropes in the area or bubble bounce and PSI Float from your platform (18) to the exit platform (19).



Oly's excited that the two of you saved all the bunnies and mentions the "main event" is next. He picks up the bunny and heads through the exit. Punch the **MEMORY VAULT (g)** on this platform to uncover **"The Big Top"** memory. Also on this platform is the **PURSE TAG (h)**. Head through the exit.

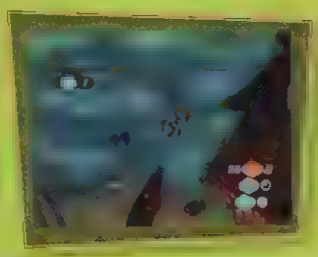
TUNNEL OF LOVE

There are two pieces of emotional baggage on this street. Match the **PURSE (i)** found across the street and left of the tunnel entrance, with its tag. On the left end of the street is the **SUITCASE (j)** with its tag found earlier. There are many knife throwers on unreachable platforms in the area, so turn invisible often.



Use Invisibility prior to entering the Tunnel of Love **(19)** to avoid the nearby knife thrower's attacks. Jump on the lone rail to begin a long and difficult rail slide challenge.

There are many gaps of varying lengths along the rail. Proper speed and well-timed jumps determine whether or not you clear the gaps. If at any time you fall off the rail, you'll begin the challenge again from the top of the ride (19). Note that some portions of the rail are inclined, so Raz will lose a bit of speed as he proceeds up it To counter this, press forward on the left analog stick to gain speed. You need this added speed to make a few jumps across some of the larger gaps along the rail.



There are Figments along the rail too, so pick them up during this high speed ride. Some are located directly on the rail, while others are positioned just above it. Simply jump to reach the higher ones.

To get the **DUFFLE BAG TAG (k)**, simply follow the rail after passing the first ribcage tunnel and before reaching the first enclosed tunnel.

One of the trickiest sections to navigate occurs after the three short gap jumps located near the lion statues. (This is the area just prior to the end of the level.) After a small uphill climb, pick up a lot of speed and hit the upcoming gaps at full speed. When timed properly, it should only take two jumps to clear the area.

The **DUFFLE BAG (l)** is on the platform at the end of the ride near the final tent **(25)**. Reunite the baggage with its tag, found on the rails, and then enter the next big top (25).

Boss, Beast: Meat Big Top Brain Dead

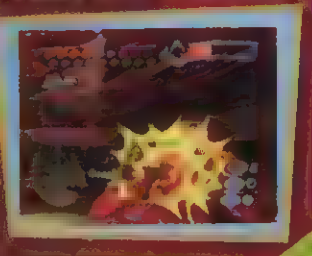
Once the battle begins, you'll see a large cleaver. If you get too close to the boss he'll kick you. Don't try running under his legs, as they are armored and you'll [illegible]

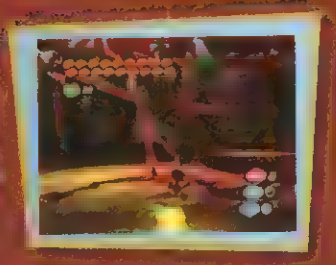
BATTLE PREPARATION

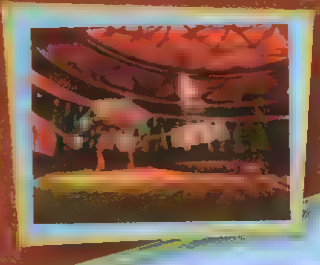
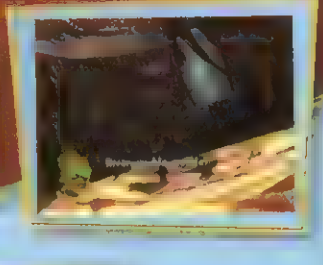
The most important Merit Badge to equip is Shield. Besides [illegible]

[illegible]

[illegible] more quickly than it happens, you must wait for it to happen. In the meantime, use Shield to protect you from cleaver attacks.





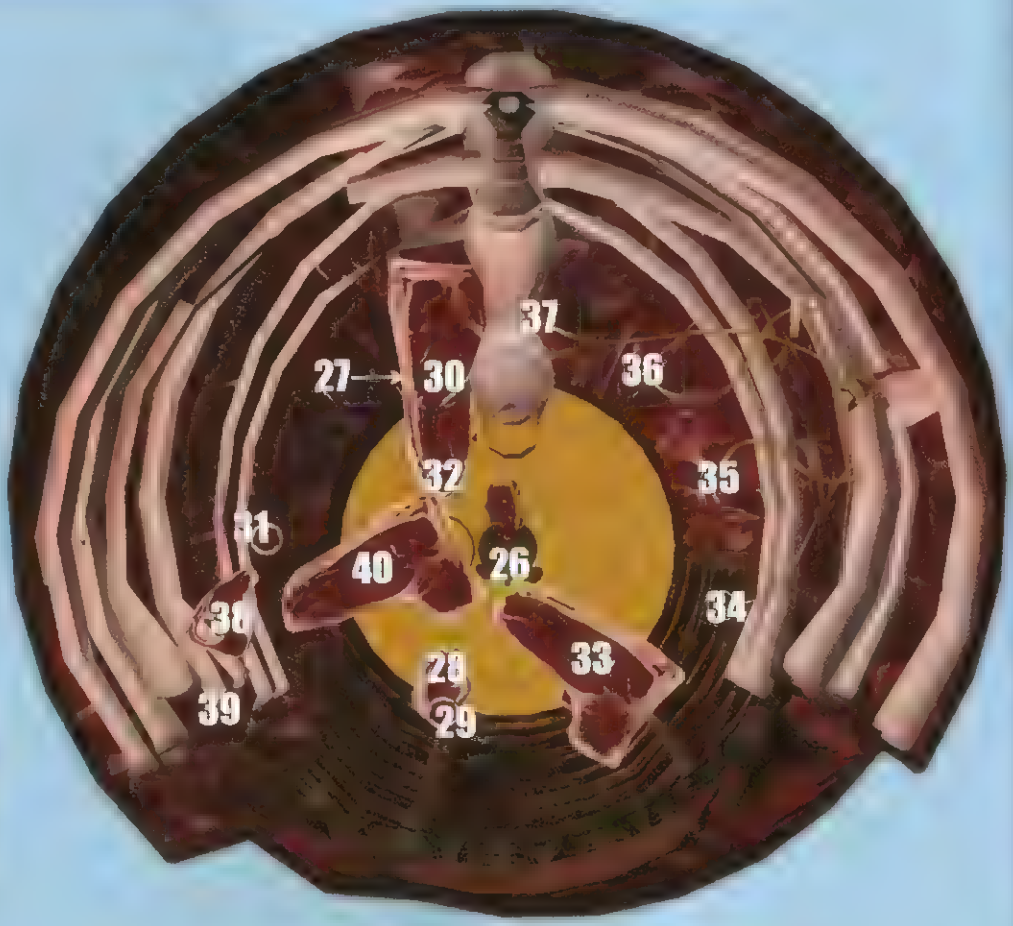



THIRD BIG TOP: FAMILY REUNION

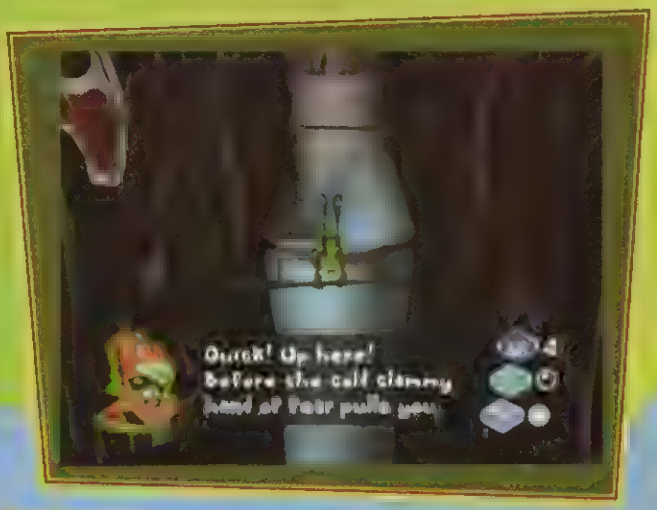
The objective in this tent challenge is to avoid drowning. Use your acrobatic skills to overcome all the obstacles presented and make it to Raz's father at the top of the tent. The water slowly rises from the ground up throughout this entire challenge. Reach a checkpoint and you start from there instead of the ground level.

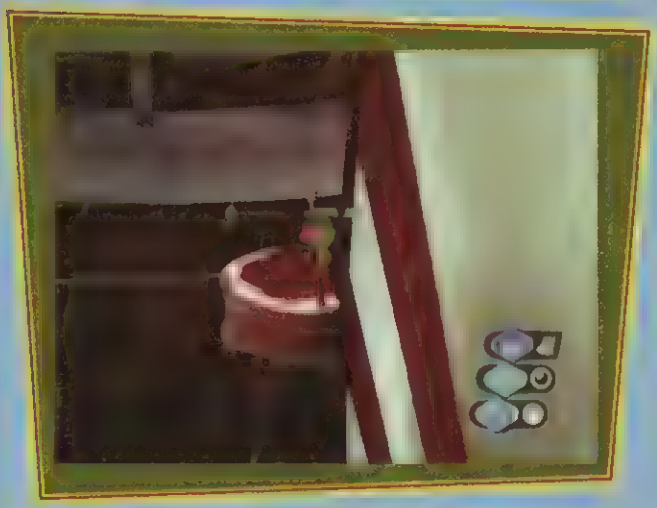
STAGE ONE

Equip Shield, Invisibility, and Levitation to the hot buttons. Climb the high dive ladder in the middle of the floor to the small platform above **(26)**. The water in the large barrel below the ladder begins to spill over and fill the floor. You must stay ahead of the water level.

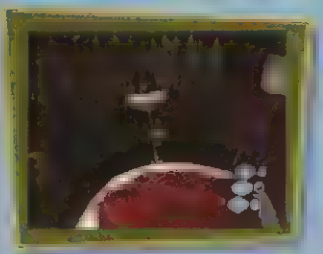


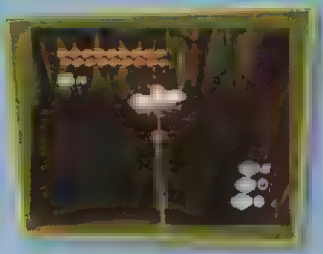
Jump and swing across the three bars to reach the trampoline. Face the left and use the trampoline to reach a knife sticking out of the spinning target. Begin swinging and leap and PSI Float (if necessary) to the small slab of meat **(27)** to the left of the target.





The slab of meat (27) is connected to the distant slab of meat **(28)** by a tightrope. Raz's father is throwing flaming, spiked clubs from the distant meat slab. You cannot activate Invisibility while on tightropes so if you want to use it, activate it while on the slab of meat before crossing the tightrope. This is the best way to avoid his attacks. Otherwise, you must jump over the low throws and remain standing on the wire during the high throws.



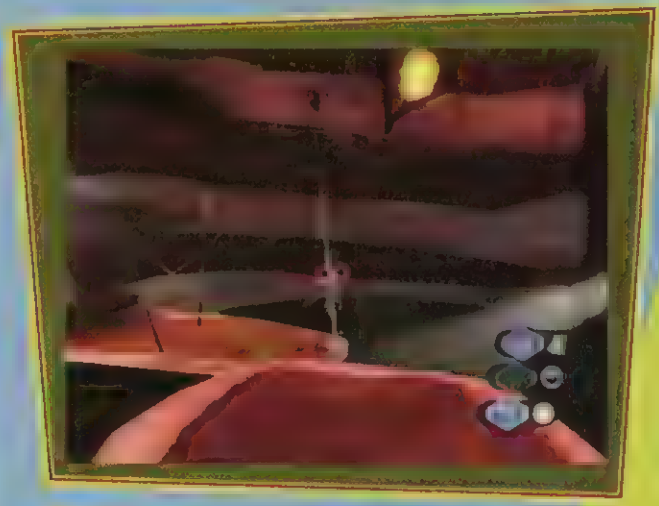


The slab of meat (28) Raz's father was on has a trampoline on top. Bounce from the trampoline top to the smaller slab of meat above **(29)** or the nearby trapeze. If you land on the small slab, then jump to the trapeze.

STAGE TWO: FIRST CHECKPOINT

Swing and leap from the trapeze and PSI Float to the next large meat platform **(30)**. This meat slab is the first checkpoint. Just ahead on the platform are two poles with three wires, one above the other. Use Invisibility before jumping the first wire. When you reach the top wire, follow the tightrope to the next platform **(31)**.

Use Shield on the next platform (31) and let Invisibility replenish itself before you cross the next tightrope **(32)**.



Now Raz's father moves to a slab of meat that rises with the water. His ascending platform is behind a series of curved metal grating with spots of flames. Jump from the slab of meat (32) to the side of the closest grate. Move to the left end of the grate by climbing over the flames. Climb to the top left edge of the grate.

Leap off the top left edge and PSI Float around to the back side of the next grate to the left. Your back should be to Raz's father, who is still on a slab of meat ascending with the water. You should be able to just reach the backside, lower right corner of the second grate.

Climb to the end under the flame and get as close to the flame as you can without touching it. Next, leap and PSI Float to the backside of the third grate.

Grasp the lower left corner of the third gate. Climb straight up over the flame and climb all the way to the right to reach the top right edge of the third grate. Jump off and PSI Float to the backside of the fourth grate.

Climb under the fire on the fourth grate and up between the first and second fire. Climb to the top right corner of the backside of the fourth grate.

Leap from the backside of the fourth grate and PSI Float to the final grate. Crawl under the flames, then to the top right corner of the final grate. Jump up and PSI Float to the front side of the grate to land on the nearby slab of meat **(33)**.

STAGE THREE: SECOND CHECKPOINT

Use Invisibility and bounce and PSI Float through the flaming hoop and steer over the meat bubbles flowing up through the large horn **(34)**. If you are not invisible, you must avoid Raz's father's flaming clubs by zigzagging while floating. Continue floating down through flaming hoops and floating up in the horn bubbles (34, 35, 36) until you reach the small meat slab platform **(37)** through the final flaming hoop.

Leap and swing from rod to rod (4 in all) while avoiding the swinging cleavers between each rod. Jump to the next tightrope and follow it to the next meat slab platform **(38)** while avoiding Raz's father's projectile attacks.

What you do from here depends on how much the water has risen in the tent. Ideally, slide down the ladder through the hole in the meat platform (38), then continue sliding backwards (even though you must eventually slide forward through the tent, feet first) until you reach the final ledge where Raz's father is waiting. However, if the water has risen too high, you may need to jump off the edge of the platform (38) instead of going through the hole. Once you jump from the platform, you can reach a higher section of the ladder **(39)** and cut out the low section below the hole that dips down to the bottom of the tent. If you leap to the ladder, you must climb quickly forward along the very lengthy, twisting and turning ladder to the final platform **(40)**.

STAGE ONE
BATTLE PREPARATION

Assign Invisibility, Levitation, and Telekinesis to the hot buttons

DEFEATING THE BOSS

Stay invisible as much as possible to cancel all the boss's attacks. Become visible long enough for Raz's father to throw [illegible] over, curled up in agony, run up to him and PSI Punch him in the [illegible]

STAGE TWO: TWO-HEADED DAD MONSTER

[illegible] back down to normal size

[illegible] and Invisibility. While you are waiting for this power to [illegible] upgrade, then you have the ability to remain invisible for the full time required for Super Power to reenergize! You can simply stand in front of the boss, invisible, and the beast can do nothing.

[illegible] state

REAL WORLD ITEM LOCATOR

This section of the guide reveals all the locations of all the PSI Cards, Scavenger Hunt items and PSI Challenge Markers hidden throughout the entire campground area. The Asylum is the only real world area not listed is here; all the item details including locations for the Asylum are contained in the Asylum walkthrough.

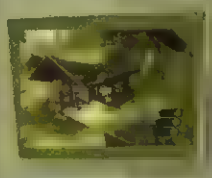
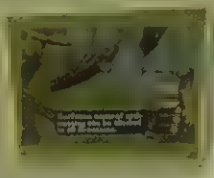
Kid's Cabins

Points of Interest	
Number	Point of Interest
1	Boys' Cabin
2	Cave entrance ledge
3	Lookout tower
4	Cabin
5	PA platform
6	Coach Oleander's tree house
7	Bridge to Main Campground
8	Underground Transit entrance log
9	Girls' Cabin
10	PA platform
11	Well (cave exit)
12	Cliffside netting and tightrope
13	Refrigerator (inside cave)
14	Wall netting
15	Well exit tunnel
16	Well ladder (cave exit)

Item Locations

a) PSI Card

On the ledge entrance to the cave. If you don't have Levitation, jump on top of outhouse to the top of the boys' cabin. Use the broken platform supports to swing from board to board to latch onto tree netting. Jump from tree to the cave ledge.

b) PSI Card

On top of boys' cabin. Jump from outhouse rooftop to boys' cabin rooftop if you don't have Levitation.

c) PSI Card

On the ground beside the boys' cabin (1).

d) PSI Card

On the trampoline below the lookout tower (3). Use the tightrope between cabins (1 & 4) to reach trapeze to swing to high trampoline.

e) PSI Card

On top of cabin. Use trampoline beside the cabin to reach the rooftop.

f) PSI Card

Under the beginning of the wooden ramp to the Coach's tree house.

g) PSI Card

On the PA platform. Climb the pole to reach the platform.

h) PSI Card

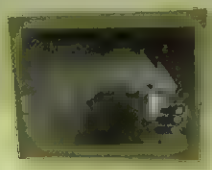
On a large root behind the Coach's tree trunk.

i) PSI Card

Inside the outhouse.

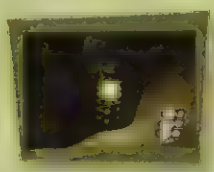
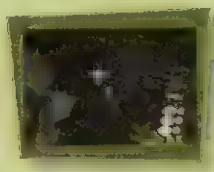
j) PSI Card

At the bottom of the well ladder (16) reached by first entering the cave tunnel (2). Follow directions for reaching PSI Card (a) to enter tunnel. Slide down tunnel. Use cave netting (14) to climb up and double jump into right tunnel. Follow the tunnel past PSI Card location (L) to reach the well ladder (16) and the PSI Card.



k) PSI Card

Tightrope PSI Card. You must have Levitation to move from cave ledge (2) to Cliffside netting (12). Double jump and PSI Float to net behind you. Climb to the top and double jump and PSI Float to topmost net. Climb above the tightrope and drop onto the rope. Walk on the tightrope to reach the PSI Card.

l) PSI Card

Cave PSI Card. Follow directions for reaching PSI Card (a), slide down tunnel. Use netting (14) to reach tunnel intersecting tunnel on the right and find the PSI Card on the left end of the well exit tunnel (15).

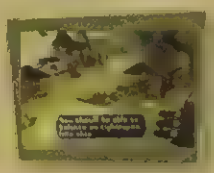
Other Item Locations

Scavenger Hunt Item: Turkey Sandwich

The Turkey Sandwich is located inside a block of ice inside a refrigerator (13) inside the cave tunnel. You must have Pyrokinesis to melt the ice from around the Turkey Sandwich. With that done, move as close to the item as you can to pick it up.

PSI Challenge Marker

The PSI Challenge Marker is located on the lookout tower platform (3). Use the trampoline near cabin (4) to reach the cabin (4) rooftop. Use the tightrope to reach the trapeze. Jump to the trampoline net, then to the lookout tower ladder. Climb up to reach the PSI Challenge Marker.



Smelling Salts

When you approach the interior of Coach Oleander's tree house classroom (6), Maloof hands you this item.

Sasha's Button

You receive this item from Sasha himself once you complete Basic Braining.

Main Campground

Points of Interest	
Number	Point of interest
1	Bridge to and from Kid's Cabins Area
2	The Main Lodge (Camp Store)
3	To GPC & Wilderness
4	To Lake Oblongata
5	PA tower
6	Underground Transit entrance log
7	Climbable boulders
8	Message board
9	Parking Lot
10	To Reception Area
11	Underground Transit entrance log

Item Locations

a) PSI Card

Above a rock on the side of the path heading to the parking lot.

b) PSI Card

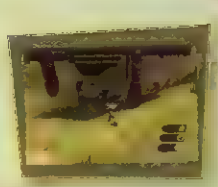
Above the fence post near the mountainside.

c) PSI Card

On the ground under the boardwalk to the Main Lodge.

d) Gold Doubloon

In the alcove in the wall under the Main Lodge.



e) PSI Card

On the PA tower platform. Climb the PA tower pole, walk the tightrope, or jump from the edge of the Main Lodge rooftop to reach it.

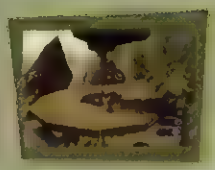
f) PSI Card

On the Main Lodge roof support beam. Use tightropes from PA towers to reach it.

g) PSI Card

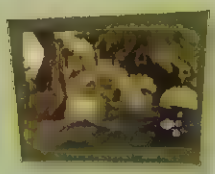
Underneath the Main Lodge rooftop.

h) PSI Card



On the PA tower platform. Use tightrope from other tied in locations or climb the pole to reach it.

i) PSI Card

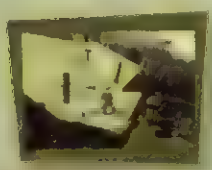


Behind a hillside tree near a large boulder.

j) PSI Challenge Marker

In the middle of the Main Lodge rooftop. Climb a PA tower and cross the tightropes to reach the rooftop.

k) PSI Card



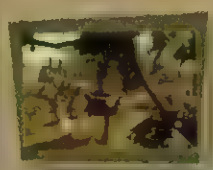
On the small platform near the edge of the Main Lodge rooftop where a tightrope is tied and connects to a PA tower.

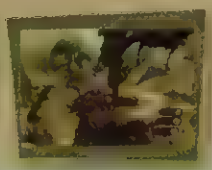
l) PSI Card

On the PA tower platform. Use a tightrope from Main Lodge rooftop platform or climb the pole to reach it.

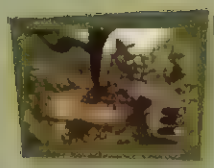
m) PSI Card

On a tree platform. Use the boulders (7) to reach the close tree platform near the mountainside, then use the trapeze to reach the further tree platform where the items are located. You could also use the nearby PA platform (l) to reach the tree platform closest to the mountainside, then trapeze to the tree with the tems.





n) Eagle Claw

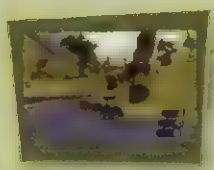


On the same tree platform as PSI Card (m).

o) PSI Card

On top of Coach Oleander's jeep in the parking lot. Jump up on the hood of the car and bounce off the soft top to reach it.

p) PSI Card



In a parking space behind a trash can and stump sign near the main path to the lodge.

q) PSI Card

Above the tree ring display in the middle of the parking lot. Must have Levitation to bounce to the top to reach.

r) PSI Card

At the end of the tightrope in the parking lot.

s) PSI Card

Above the basketball net. Jump up and grab the rim and pull yourself up to reach it.

t) PSI Card

Inside the outhouse. Punch or open the door to get inside.

u) PSI Card

On the brown boulders on the mountainside between the two trees with platforms and the parking lot.

The Main Lodge: Camp Store

Points of Interest	
Number	Point of Interest
1	Entrance from front of lodge
2	Rafters
3	Stage
4	Entrance from back patio
5	TV Lounge
6	TV
7	Purchasab e items display
8	Kitchen overhang
9	Table

Item Locations

a) Voodoo Doll

The Voodoo Doll is a Scavenger Hunt item. It is located on the middle of the rafter above the stage. Bounce up using Levitation. If you don't have Levitation, jump up on the table **(9)** to the kitchen overhang **(10)** to reach the backmost rafter. Jump from rafter to rafter to reach the doll.

b) Cobweb Duster

You must have Rank 20 and 800 arrowheads to purchase this item.

c) Dream Fluff

You need Rank 1 and 50 arrowheads to purchase one Dream Fluff.

d) PSI Energy Colorizor

You must have Rank 30 and 250 arrowheads to purchase this vanity item.

e) PSI Core

You need Rank 1 and 10 arrowheads to purchase one of these; there are multiple cores for purchase.

f) Mental Magnet Merit Badge

You must have Rank 15 and 400 arrowheads to purchase this Merit Badge—the only Merit Badge available through purchase.

g) Dowsing Rod

You need Rank 10 and 50 arrowheads to purchase this money-making contraption.

Boathouse and Beach

Points of Interest	
Number	Point of Interest
1	Bridge to and from Main Campground
2	Cave tunnel access to GPC & Wilderness area
3	Hiking trail
4	Milla Vodello's Levitation training (dock)
5	Island
6	Bathysphere (to Lair of the Lungfish)
7	Canoe dock
8	Elton's dock
9	Boathouse
10	Underground Transit entrance log

Item Locations

a) PSI Card

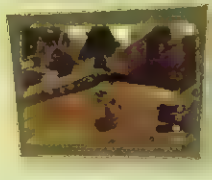
Under entrance boardwalk on small pathway.

b) PSI Card

On the hiking trail (3) just before a large gap with a branch used for swinging.

c) Psychonauts Comic #1

This Scavenger Hunt item is on the ground in the large gap in the hiking trail (3).



d) PSI Card

On the upper ledge above the lamppost on one end of the hiking trail (3).

e) PSI Card

On the shore of the lake at the edge of the hiking trail (3).

f) PSI Card

On the wooden rail connecting two docks in the middle of the lake. Double jump from Walk the edge of Elton's dock to reach the closest dock and walk the rail to reach the card.

g) PSI Card

At the end of the pier Bobby is guarding.

h) PSI Card

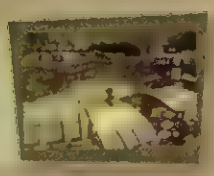
On the rooftop of the Bathysphere gazebo.

i) PSI Card

On the rock in the lake between the large boathouse pier and Elton's dock. Use Levitation to bounce from either the pier or the dock to reach the card.

j) PSI Card

On the sheet metal rooftop of the boathouse pier. Use Levitation to reach the top of the pier.



k) PSI Card

On the crow's nest (the wooden platform attached to the mast) rope mesh near the lower crow's nest. Use Levitation to reach the top of the boathouse.

l) PSI Card

On one of the branches over the entrance boardwalk.

m) PSI Card

On the tallest crow's nest above the boathouse. Use Levitation to reach the top of the boathouse.

n) PSI Card

Behind a short tree on a high canyon ledge behind the boathouse. Use the trapeze from the tallest crow's-nest to swing to the cliff ledges.

o) Diver's Helmet

This scavenger hunt item is located in a small cave behind a high ledge (where the above PSI Card is located). Use the same methods used to reach the PSI Card (p) to reach the cave.

p) PSI Card

Hidden in the bushes near the boathouse entrance, under a tree, next to the mountainside.

q) PSI Card

On a wooden circular platform after the series of branches where PSI Card (l) is located.

r) PSI Card

Under the boardwalk near the beach and beside the Underground Transit entrance log.

Other Item Locations

PSI Challenge Marker

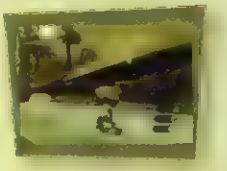
The PSI Challenge Marker is on the giant, round boulder.

Points of Interest	
Number	Point of Interest
1	Cave tunnel access to Boathouse and Beach area
2	Climbable boulders
3	Geodesic Psychoisolation Chamber
4	Underground Transit entrance log
5	Boardwalk access to the Reception Area
6	Entrance to Main Campgrounds

Item Locations

a) PSI Card

Under a shadowy berm next to the stream near the log in the water.



b) PSI Card

On the hilltop above Ranger Cruller. Chloe is testing her invention here in the beginning of the game. Use the many boulders as steps to jump to the top of the hill.

c) PSI Card

On top of the log bridge. Jump down to the top of the log from Chloe's hilltop.

d) Glass Eye

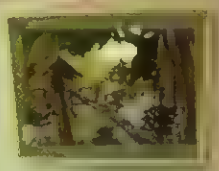
In the drain at the end of the stream behind a sealed grate. Use Telekinesis to pull the eye to you.

e) PSI Card

Jump onto the tree vines facing the GPC (the top dome) and climb the tree above the first limb and drop down on top of the limb. Take the PSI Card from limb. Stay on the limb and continue reading for more PSI Cards.

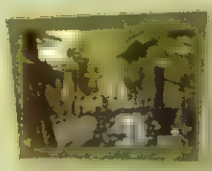
f) PSI Card

From tree limb (e), walk to the end of the limb and jump to the tree branch. Swing from the branch to the next tree limb. Follow the tree limb around as it bends and slide to the tree trunk. Climb the vine on the trunk to the next limb. Drop onto the limb and collect the PSI Card. Stay on the limb and read on for the next PSI Card.



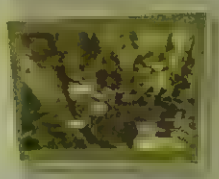
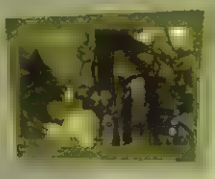
g) PSI Challenge Marker

From the second tree with vines where you found PSI Card (f), walk to the end of the limb, but be careful; it stops short of the third tree with vines. Jump from end of the limb to the vines and climb to the top to get the marker.

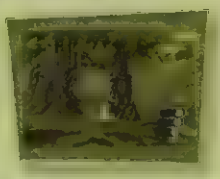


h) PSI Card

From the top of the third tree with vines where you found the PSI Challenge Marker (g), hang off the edge of the chopped treetop and drop down to the highest limb. Walk to the end and notice the adjacent limb from another tree. Jump to this limb and slide to the last vine tree.

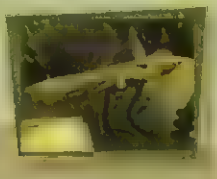
i) Golden Acorn



A squirrel carries the Golden Acorn out of a hole in a tree and quickly hides it again when you approach. Use Invisibility and walk very slowly to nab this Scavenger Hunt item before the squirrel hides it back inside the tree.

j) Pirate Scope

This Scavenger Hunt item is on top of the tallest boulder above the Golden Acorn location along the mountainside. It's easier to get it with Levitation to reach the vines at the top of the tallest boulder, but if you can double jump between the nearby tree and the boulder where PSI Card (k) is located you can reach a lower vine on a hidden side of the tall boulder. Jump to reach the vines, climb to the top and get the Pirate Scope.



k) PSI Card

Climb the slanted mountainside beside the low boulders next to the Boathouse and Beach cave entrance. Double jump between a large boulder and a tree to find the card tucked behind the tree.

l) PSI Card

On the boulders above the Boathouse and Beach cave entrance. Use the boulders on the side of the cave entrance to reach the top.

m) Crow Feather

On the lowest boulder to the right as you enter GPC from Boat and Beach cave entrance.

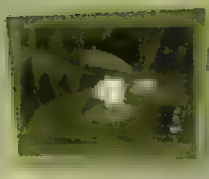
n) PSI Card

Behind a tree near the mountainside between the geysers and the Golden Acorn.

o) PSI Card

Between a large tree and one of the logs on the ground that surround the GPC fence; also near the geysers.

p) Miner's Skull

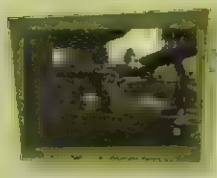


Jammed into one of the two geysers. Stand on adjacent geyser to cover the hole and activate Shield to stop up the geyser. This forces steam out of the skull's geyser and pops the Scavenger Hunt item out.

q) PSI Card

On the ground near one of the logs lining the GPC fence near bear territory.

r) PSI Card



Underneath the walkway of the furthest GPC dome from the GPC entry gate.

s) PSI Card

Near a log lining the GPC fence dangerously close to the resident bear.

t) PSI Card

On top of the GPC (main dome). Use double jumps on the spikes around the door to reach the top.

u) PSI Card

On the first of a series of boulders used to jump across the slippery mountainside. This boulder is very close to the resident bear.

v) PSI Card

On one of the boulders on the slippery hillside. Jump from boulder top to boulder top to reach in order to avoid slipping on the mountainside.

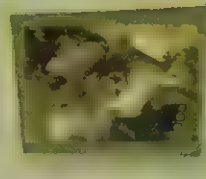
w) PSI Card

From Chloe's hilltop, jump and swing from the nearby tree limbs (behind her) and to the tall tree stump. Turn and jump and swing from two more branches to reach a tall mountainside ledge. Stay here to continue for another PSI Card (y).

x) PSI Challenge Marker

From Chloe's hilltop above Ranger Cruller, jump onto the rooftop of the shanty and enter the hole in the rooftop to enter the structure. Inside you'll find a PSI Challenge Marker.

y) PSI Card



From the previous PSI Card's ledge (w), jump to the next mountainside ledge and slide through the hollow log to nab the PSI Card inside.

Reception Area

Points of Interest	
Number	Point of Interest
1	Janitor Cruller's Camper
2	Climbable boulders, easy access to tree tightrope
3	Boardwalk to and from GPC & Wilderness area
4	Swamp
5	H gh ledge/rail tunnel exit
6	Tree house platform
7	Campfire area
8	Entrance to Main Campground
9	Graveyard

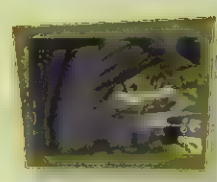
Item Locations

a) PSI Card

On tightrope strung between tree near climbable boulders (2) and the tree house on the other side of the grounds.

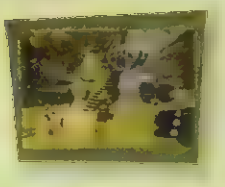
b) PSI Card

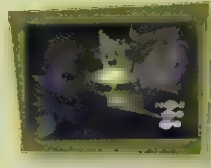
On a boulder easily reached without Levitation.



c) PSI Card

On lower branch of large dead tree at the top of the hill. To reach it before you have Levitation, double jump off the large root to the left of the tree to reach the branch.





d) Dinosaur Bone

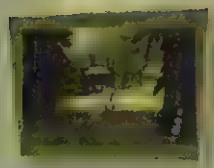
This Scavenger Hunt item is on the top branch of the old dead tree. You must have Levitation to bounce from the lower branch to reach it.

e) PSI Card

On a boulder at the edge of the hill next to the old dead tree. No Levitation needed.

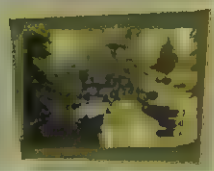
f) PSI Challenge Marker

In a caved-in mine tunnel. Double jump from nearby hillside to enter.



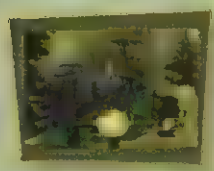
g) PSI Card

Double jump from the caved-in mine tunnel ledge to reach the PSI Card on the decrepit rail support platform.



h) PSI Card

Use Levitation to bounce from previous rail support platform (g) to reach the PSI Card on the next rail support platform.



i) PSI Card

On a low boulder on the left side of the waterfall.

j) PSI Card

In a hidden alcove behind the waterfall.

k) PSI Card

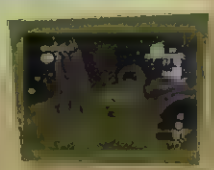
On the tallest boulder at the top right side of the waterfall. You do not need Levitation to reach it.

l) Condor Egg

This Scavenger Hunt item is on top of a tall post in the swamp. It's easier to reach using Levitation from the hill where PSI Cards (o & p) are located, but it is possible to use a long double jump from the same hill to reach the egg.

m) Cherry Wood Pipe

In the dark woodsy area behind the swamp hill next to a pile of scrap.



n) PSI Card

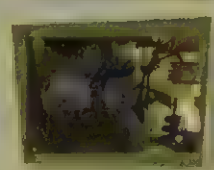
In the dark woodsy area behind the swamp hill in front of a big pile of scrap.

o) PSI Card

Just above the stream on a small ledge on the backside of the swamp hill.

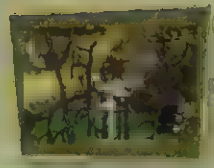
p) PSI Card

At the top of the swamp hill.



q) PSI Card

On the mine cart rail. Enter the lower mine near PSI Card (v) and follow the tunnel up to the exit (defeat the bear inside). Ride the left rail until you pass through the PSI Card.



r) PSI Card

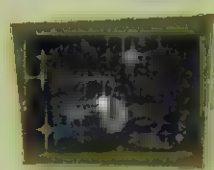
This PSI Card is on top of the mine exit. It helps to have Levitation to bounce up on the boulders, since you are drawn to the rails when you jump on this ledge. The jumps are possible without Levitation.

s) PSI Card

Inside the mine near the exit.

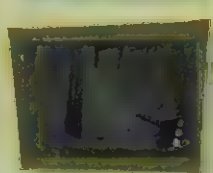
t) PSI Card

Inside the mine close to where the bear hangs out. Punch the bear 6 times to defeat him, or burn or PSI Blast him.



u) PSI Card

Inside the mine closer to the entrance than the other two cards.



v) PSI Card

At the entrance of the mine.

w) PSI Card

On the same tightrope as PSI Card (a), but closer to the tree house (6) that the rope is attached to.

x) PSI Card

In the field between the pathway fence and the wasp nest.

y) Fertility Idol

Find the wasp nest hanging from the tree between Cruller's trailer and the campfire pit. PSI Blast the nest and the idol will fall to the ground. Pick it up.

z) PSI Card

Behind the gravestones in the small graveyard (9).

Ford Cruller's Sanctuary

Points of Interest	
Number	**Point of Interest**
1	Underground Transit entrance log (the only way in and out of the Sanctuary)
2	Intel floor
3	Entrance to Observation Room
4	Observation window (rebraining location)
5	PSI-Challenge Marker Reconstructor and Cobweb Loom

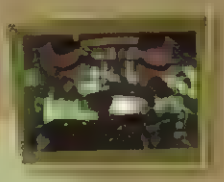
Item Locations

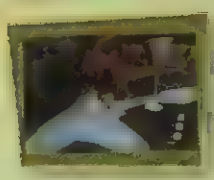
a) Bacon

Given to you the first time you visit Ford Cruller. This is used to return to his Sanctuary (HQ) from anywhere in the field.

b) PSI Card

On a high floating platform. Jump from Intel floor to adjacent platform, then jump up to reach and pull yourself up to the higher platform with the PSI Card.





c) PSI Card

Near the water on the ground level of the Sanctuary. Almost directly below the above mentioned PSI Card.

PSYCHONAUTS CHEATS

Xbox

Bl = Black Button
W = White Button
L = Left Thumbstick Click In
R = Right Thumbstick Click In

Hold Left Trigger and Right Trigger.	
All Powers	B B Y W L Y
9999 Lives	L W W B A R
9999 Ammo (Blast, Confusion)	R A L L Y B
Global Items (No Psi-Ball Colorizer, No Dream Fluffs)	R B W W L Y
All Powers Upgraded (Max Rank)	L R L W B W
9999K Arrowheads	A R R W Y X
Invulnerability	B W B B Y Bl
1337	W A L W W B

PlayStation 2

Hold L1 and R1	
All Powers	Circle, Circle, Triangle, R2, L3, Triangle
9999 Lives	L3, R2, R2, Circle, X, R3
9999 Ammo	R3, X, L3, L3, Triangle, Circle
Global Items	R3, Circle, R2, R2, L3, Triangle
All Powers Upgraded	L3, R3, L3, R2, Circle, R2
9999K Arrowheads	X, R3, R3, R2, Triangle, Square

PC CD-ROM

Using Default Keyboard/Mouse setup **Hold Left Shift and Mouse B2 (right click)**	
All Powers	X, X, F, E, Tab, F
9999 Lives	Tab, E, E, X, Spacebar, Mouse B3 (scroll wheel button)
9999 Ammo	Mouse B3, Spacebar, Tab, Tab, F, X
Global Items	Mouse B3, X, E, E, Tab, F
All Powers Upgraded (Rank 100)	Tab, Mouse B3, Tab, E, X, E
9999K Arrowheads	Spacebar, Mouse B3, Mouse B3, E, F, Mouse B1(Left mouse button)

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PSYCHONAUTS

OFFICIAL STRATEGY GUIDE

written by Tim Bogenn

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PSYCHONAUTS

OFFICIAL STRATEGY GUIDE

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